

REBECCA BREWSTER

FRONT END DEVELOPER

CONTACT




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Covina, CA

EDUCATION

UC Merced: B.S. Biology

Learning Fuze Web Development
Bootcamp and Coding School

CONNECT

 [linkedin.com/in/rebecca-brewster](https://www.linkedin.com/in/rebecca-brewster)
 github.com/R-Brewster
 rebeccabrewster.com

TECHNICAL SKILLS

STRONG

JavaScript, jQuery, HTML5, CSS3, ReactJS, ReduxJS, Socket.IO, Git, GitHub, Bootstrap, Materialize, HTML Canvas, Meistertask, Chrome DevTools, PhpStorm, Visual Studio Code

EXPERIENCED

AJAX, Axios, Fetch API, Postman, SQL, MySQL, PHP, Node.js, Salesforce, Inkscape, Gimp, Photoshop, Amazon Web Services

APPLICATIONS

HELLO, OPERATOR [Github](#) [Live](#)

- **Javascript**-based multiplayer game where a spymaster guides a spy through a map, encouraging player communication
- As the primary frontend team member, I was responsible for constructing the landing, login, and lobby pages as well as the game user interfaces with **ReactJS** and **ReduxJS**
- Additionally, I debated game design components such as game physics and object collision with my team, and evaluated client and server side communication options for real-time client side updating
- App runs on **Node.js** server built with **PHP** and a **SQL** database, with communication to the client facilitated by a combination of **Socket.IO** and the **Fetch API**
- Technologies I implemented for appearance include **HTML5**, **CSS3**, **HTML Canvas**, and **Flexbox** for mobile-responsiveness

CLUE MEMORY MATCH [Github](#) [Live](#)

- An application I planned and executed myself, basic game play includes having to drag and drop cards to match a randomly generated crime based on the Clue board game
- The game includes comparing card choices for win functionality, randomization of all elements to encourage repeat play, and player statistics, all organized in an **MVC framework**
- The technologies I selected include **HTML5** and **CSS3** for basic styling, and **Javascript** and **jQuery** providing game play
- Mobile devices are supported with **jQuery UI** for mobile drag and drop, and **CSS Grid Layout** for responsiveness

POKEMON SPEED BATTLE [Github](#) [Live](#)

- A two-player game where each player is given a Pokemon card with stats and they 'battle' the other player by following key press commands
- App uses a combination of three APIs, and is the product of a two-day hackathon, developed in an agile environment, and used **Meistertask**, swim lanes, stand ups and sprints
- My roles included developing the page layout and enabling mobile functionality, as well as testing the APIs for stability with **Postman**
- **HTML5**, **CSS3**, and **Bootstrap** used for appearance, with functionality provided by **Javascript**, **jQuery**, and **AJAX** calls

EXPERIENCE

ESRI USER CONFERENCE CLERK 2017

- The day to day tasks I was responsible for included routing contracts and purchase orders, and maintaining tradeshow event information through ExhibitForce, SAP, and Excel spreadsheets
- My long term tasks involved facilitating annual User Conference preparation by performing clerical tasks for the Tradeshow Events team, especially acquiring information about submissions to the conference map exhibition, thus ensuring target attendance
- Additionally, I managed the questions of attendees, smoothing over concerns and recommending procedures

UC MERCED ADMISSIONS 2013 - 2016

- Started as an intern in 2013, developing marketing materials such as videos and publications to increase student enrollment
- Throughout my employment, I executed marketing campaigns and developed a few student-run ones, primarily by creating and managing professional social media accounts designed to connect to prospective students
- The latter months of my employment were as an admissions recruiter for the greater Los Angeles area, where I traveled to a variety of schools and engaged in presentations to prospective students, assisting them in their application process