

# Bryce Archer

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## PROFESSIONAL SUMMARY

*Software developer with 5+ years of front-end and UI development knowledge. Significant experience creating a website, making an interactive UI within video game, and designing and developing public websites for various projects. Self-driven individual with a passion for looking beyond the immediate specs to develop and deploy high quality work. Work best in a highly collaborative, fast-paced environment that offers creative thinking and great responsibility.*

## SKILLS

*Web Development:*

- Java/JavaScript and NodeJS, along with HTML and CSS in both Desktop and Mobile Development using VSCode to build out and test these webpages.
- React, Angular, Typescript, and other frameworks for Front-End development and UI interactions.

*Other Languages:*

- Efficient in other languages such as C++, C#, Python, SQL, and PHP in a variety of different areas.

## PROFESSIONAL EXPERIENCE

**Technical Consultant | Perficient | June 2020 – Present**

**Chicago, IL**

- Member of the Meta (Facebook) team with a focus on Web Design and Development that envelops 5 different projects and multiple different public webpages.
- Significant contributor of various projects, learning about the code stacks, management styles, and technologies. Offered assistance where needed, and easily shift focus on any project of high urgency where not enough team members were available to take on the task load.
- Created brand new Toolkits containing a mixture of Components and Modules that Web Designers are able to use to build out webpages while avoiding writing any HTML or code.
- Delivered numerous component and module demos to Meta (Facebook) with step-by-step instructions on how to implement said component or module along with all its attributes and capabilities. Also lead multiple demos introducing said new components or modules to Meta (Facebook) and their Web Designers.
- Lead a sub-branch under the Meta (Facebook) team in a brand-new technology that Meta (Facebook) hoped to transition towards in the near future. This new technology is designed to create ease of access for Web-Designers to use components and modules in designing new and re-designing old public webpages.
- Wrote test plans for each component or module created, and reviewed coworker's test plans prior to public deployment.
- Worked directly with the Meta team to create, estimate, and designate task to others based on requests and functionality needs.
- Managed and trained new employees the Meta (Facebook) stack, including assigning and reviewing tasks for the new employees.

## INTERNSHIP EXPERIENCE

**Customer Program Manager Intern | Harman International | May 2019 – Aug 2019**

**Novi, MI**

- Researched and applied Bluetooth programming in order to successfully recreate an exploit on car head units, while also getting exposure to the Bluetooth programming stack.
- Monitored, organized, and managed Subaru head units with the Subaru Connective Car team. Researched and messed around with the UI design of the head units themselves.
- Studied a raspberry pi's Bluetooth ability to successfully run head unit commands by establishing a Bluetooth connection.
- Used bash, PHP, and HTML to create a database and import it into a website to display information on a self-designed webpage designed to allow the company easy access to any information needed while testing the head units.
- Designed the webpage using HTML and CSS classes in order to make the webpage look organized, and allow brand new users to fully understand it without needing instructions.

## EDUCATION

**Computer Science | Michigan State University | May 2020**

**University GPA: 3.46/4.00**

**Major GPA: 3.42/4.00**

- Major: Computer Science; Minor: Game Design

