

Brandon Jones

Web & Software Developer/Designer

PROJECTS

The Iron Yard, Charleston, SC – Front-End Engineering Student

October 2015 - January 2016

Champ-é-dex

- Learned Angular and its interactions with restful APIs
- Used Riot Games API created an index of all characters in their game League of Legends

Kninja Night

- Set and accomplished the goal of working with a team to learn a new framework and build a fully functional video game in a three week period
- Gained experience working with HTML5 and physics engine to create a full game with JavaScript using a Java database

Meme or Death

- Coordinated with a Team using Backbone and Spring to create a Meme generator
- Explored Backbone framework and routing to achieve a complex layout on a single page application

EXPERIENCE

Benefitfocus, Charleston, SC – Contractor

February 2016 - March 2016

- Updated demo projects to meet requirements and requests
- Engineered demo applications to simulate Benefitfocus production applications
- Designed and implemented solutions to issues with accessing key information in demo environments
- Adapted to company workflow and tech stack in a short time frame
- Developed features to fulfill designer requests

Self Employed, Charleston, SC – Painter

December 2014 - September 2015

- Responsible for all work processes
 - *estimating job costs, acquiring tools needed, designating time frames, acquiring materials, engineering staging/ladder set ups*

Michael's Painting, Eastbrook ME – Crew Lead

June 2004 - November 2014

- Lead a crew and delegated work to suit strengths to achieve maximum efficiency

References provided upon request

[bdjones2410.github.io](https://github.com/bdjones2410)

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LANGUAGES

Javascript

Backbone/Marionette

MongoDB

Express

Angular

Node

API/JSON

jQuery

AJAX

Sass/Less/CSS3

HTML5

SKILLS

Web and software development

Teamwork oriented

Leading teams to successful outcomes

EDUCATION

The Iron Yard –

Front-End Engineering – 2016

VOLUNTEER

The Iron Yard– Mentor,

2016–present

- ❑ Provided coaching and support to students
- ❑ Held sway over my crew of Front-End Engineering Pirates!

Hour of Code– Assistant,

2015–present

- ❑ Helped set up event
- ❑ Ensured students understood the course material

Kids Classes– Instructor,

2015

- ❑ Taught K-12 students basic coding
- ❑ Learned and designed lessons with Scratch