brandonstill Developer / Designer

EXPERIENCE

SDET

Schedulicity

Jan 2019 – Present

Collaborate with product owners, designers, developers and QA team members in an agile environment to develop automated tests for Schedulicity's web apps.

- Implement test cases utilizing Protractor / SeleniumWebdriver / Jasmine / Node.js
- Analyze acceptance criteria and existing codebase to predict story scope
- Ensure automated test coverage for new and existing features before release
- Build, maintain and make recommendations for test infrastructure
- Mentor and train QA team and developers on automation best practices

SENIOR WEB DEVELOPER

Agency Revolution

May 2010 – Jan 2019

Devote time to the research and implementation of the roadmap, processes, themes and technology behind the Digital Insurance Office product.

- Augment product's user interface using React / JSX / CSS / SASS
- Design and engineer responsive component framework for product theme editor
- Optimize product front end performance and metrics
- Implement unit and E2E tests utilizing Jest / Puppeteer
- Identify product development deficiencies and lead efforts to remediate

WEB DEVELOPER

OMAC Advertising

Jan 2009 – May 2010

Lead designer for a diverse customer base offering web and print media solutions.

- Developed websites utilizing HTML / CSS / JS / PHP
- Customized CMS themes and modifications to client spec
- Developed internal processes and trained employees
- Coordinated with 3rd party vendors
- Brand development and strategic consulting

ABOUT

Detail oriented developer that loves to be involved in projects from ideation, to wireframes / prototypes and then on to front-end code and database models. My strong desire to learn and solve complex problems has given me the tools to glue departments together.

SKILLS

DEVELOP

JAVASCRIPT JASMINE
REACT MOCHA
REDUX JEST
AXIOS ENZYME

UNDERSCORE.JS SELENIUMWEBDRIVER

JSX PUPPETEER
HTML NODE.JS
CSS DOCKER
SASS GIT

DESIGN

FIGMA FOUNDATION ADOBE CC BOOTSTRAP

REFERENCES

AVAILABLE UPON REQUEST