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bradleyrastrullo.ca

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# BRADLEY RASTRULLO

## HIGHLIGHTS OF QUALIFICATIONS

- Adaptable tech stack being framework agnostic with focus on JavaScript and UX best practices
- Experienced in building responsive cross-browser web applications optimized for mobile platforms
- Proven digital communication skills in working remotely/on-site in an agile environment and collaborating with clients through changing requirements and deadlines
- Passionately self-taught programmer with an Advanced Diploma in Architectural Technology

## DEVELOPER WORK EXPERIENCE

Intermediate Full-stack Developer, **TELUS Digital**, Toronto, ON Mar. 2018 – Feb. 2019

- Updated and maintained the Chat WebApp/Support Pages for Mobility division
- Assisted in app architecture overhaul while keeping consistent cross-app functionality
- Integrated internal design system responsively in mobile and desktop environments
- Main Technologies: React, Redux, Jest, OpenShift, Contentful, JIRA, Confluence

Front-End Developer, *Solo*, GTA May 2017 – Mar. 2018

- Reduced dependencies on personal website by converting JS from Angular to vanilla ES6
- Rehashed workflow with NPM scripts removing need for Gulp
- Created custom SVG animations using Velocity

Web Developer, **BMO**, Toronto, ON Sept. 2016 – May 2017

- Worked closely with designers, copywriters and other developers in an agile sprint environment
- Implemented campaigns through complete development cycle from ideation to production
- Practiced innovation and creativity through weekly development team meetings
- Main Technologies: BitBucket, EJS, Jekyll, Node, Git, Rally

Junior Developer, **CIBC**, Toronto, ON Nov. 2015 – Aug. 2016

- Cross-team developer worked on multiple agile sprint teams
- Created and updated templates into re-usable components in EmberJS
- Updated acceptance and integration tests in QUnit
- Cross-browser tester, maintained accessibility and implemented mock-ups from design team
- Main technologies: EmberJS, Handlebars, SCSS, QUnit, Node, Git, SVN, JIRA

## TECHNICAL SKILLS

**Primary Skills:** ES6, HTML5, CSS3/SCSS, React

**Basic Skills:** Redux, Express, Node, EmberJS, Angular2, jQuery

**Database:** MySQL

**Bundlers/Workflow:** NPM scripts, Browserify

**Other Tools:** Sublime, Atom, Vim, Apache (XAMPP), Gulp, Grunt/Bower (Yeoman), JIRA

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## OTHER DEVELOPER SKILLS

### Information Architecture and Design

- Improved client satisfaction by using an iterative design process
- Developed web apps with Responsive Design and Mobile-First approach
- Structured projects with MVC and coding practices such as BEM and SMACSS

### Development, Testing and Security

- Avoided cross-browser issues by using progressive enhancement, early/constant testing
- Created development servers with Node.js and Express.js
- Established quick reading/writing with smart database indexing in MySQL

### Accessibility, Optimization and SEO

- Optimized browser speeds with use of SVG sprite maps, compressed images and DB indexing
- Designed and enhanced accessibility using semantic HTML, SRT testing and clean layouts
- Incorporated asynchronous DOM manipulation and database queries through AJAX

## EDUCATION

### Architectural Technologist Advanced Diploma

2012

George Brown College, Toronto ON

## PROFESSIONAL DEVELOPMENT

- **Online Workshops**, FrontEnd Masters, Website 2016
- **FOAM Framework**, Ember & Git Workshop, JS Toronto, Toronto 2015
- **JS Hack Night**, JS Toronto, Toronto 2015
- **Learn Node.js Workshop**, NodeSchool, Toronto 2015
- **Online Courses**, Team Treehouse, Website 2015
- **Future of JS: ECMA Script 6 Workshop**, Boltmade Labs, Kitchener 2014
- **Project Management Workshop**, Fred Pryor Seminars, Cambridge 2014

## VOLUNTEER AND COMMUNITY WORK

HackerNest Volunteer, Toronto

2016 – 2017

GBC-Around the World, Toronto

2016

Toronto Startup Job Fair, Toronto

2015

Maker Festival Volunteer, Toronto

2015

Youth Group Facilitator, YFC, GTA

2003 – 2008

## INTERESTS

Fitness/Nutrition and Biking/Hiking

Drawing/Sketching and Media Arts/Graphic Design

Game Development

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**BRADLEY RASTRULLO**

Video Game Design – Phaser/Android/Python