Breanna Yates

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Full stack developer based in Denver, CO with expertise in Typescript, Node, NestJS, NextJS, and React. Skilled in developing scalable, high-performance web applications, with a strong focus on delivering intuitive and cohesive user interfaces. Passionate about transforming ideas into functional features that drive engagement and usability. Outside of work, I enjoy running, playing tennis, and exploring new culinary techniques.

WORK EXPERIENCE

FlexGen Power Systems - Software Engineer   **January 2025 – Present**
- Led the development of a data visualization tool that enables customers to quickly access and visualize the data they need, significantly reducing dependency on internal support teams.
- Worked closely with design and product teams to implement best user experience practices resulting in a cohesive and responsive UI.
- Participated in design and architecture meetings, translating early-stage concepts into fully functional features.
- Led technical interviews for intern candidates. Provided mentorship and onboarding support to new hires.

FlexGen Power Systems - Associate Software Engineer   **May 2022 – Dec 2024**
- Developed UI using Typescript, React, and NextJS for a seamless user experience.
- Engineered backend solutions using NestJS, and PostgreSQL, creating scalable and efficient server-side functionality.
- Contributed to the development and integration of a reusable component library, including the creation of 20+ components, optimizing development processes, and reducing time-to-market- for new features.

University of NC Charlotte - Teaching Assistant   **August 2021 - May 2022**
- Assisted in course delivery by attending lectures and actively engaging with students.
- Hosted review sessions to clarify challenging material and answer questions.
- Guided students through debugging and troubleshooting.

PROJECTS

Sugar Rush - Card Game   **March 2022**
- Developed a dynamic card game using Unity, where players step into the role of a baker racing against time to fulfill orders.
- Implemented core gameplay mechanics that involve matching cards to randomized orders, challenging players to think quickly under time pressure.
- Designed intuitive gameplay and animations to enhance user experience.

EDUCATION

University of North Carolina at Charlotte   **May 2022**
Bachelor of Science in Computer Science   **GPA: 4.0**
Concentration in AI, Robotics, and Gaming

Technical Skills

Javascript / Typescript, React, HTML, CSS, Jest, Storybook, Node.js, NESTJs, NextJS, PostgreSQL, Rest APIs, Scum & Agile Development