

Brianna Workman

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Current role	Software Engineer at Nerdery
Technologies	React, CSS, TypeScript, Redux, Jest, Next.js, Tailwind CSS, React Native, HTML, JavaScript, Python, Node.js

Work experience

Software Engineer, Nerdery Nov 2020 - Present (4y 7m)

- React
- CSS
- TypeScript
- Redux
- Jest
- Next.js
- Tailwind CSS

- Developed code using specific technologies for clients.
- Made informed decisions on user stories and tasks with minimal guidance.
- Communicated task status, availability, and technology queries with Nerdery employees and clients.
- Participated in feedback sessions to improve Software Engineering skills.
- Collaborated with various practice areas including Experience Design, Strategy, and QA.

Web Development Team Lead, Bloom Tech Oct 2019 - Nov 2020 (1y 1m)

- React
- CSS
- Redux
- React Native
- HTML
- JavaScript
- Python
- Node.js

- Led a team of 10 students in an Agile environment mirroring real work scenarios
- Reviewed student code thoroughly and gave specific improvement suggestions
- Conducted daily standup meetings to foster collaboration and guidance on study material
- Presented supplementary lectures on software engineering topics

Education

Bloom Tech Sep 2019 - Nov 2020 (1y 2m)

Bootcamp Full Stack Web Development & Computer Science

- BloomTech is an immersive online Computer Science academy that trains people to become software engineers. Courses include Full-Stack Web Development where students learn front end, back end, and mobile technologies.