

BROOKE PERKINS

DESIGN-DRIVEN SOFTWARE ENGINEER

FRONT-END LEANING ENGINEER WITH A PASSION FOR BUILDING BEAUTIFUL WEB APPLICATIONS WITH ELEGANT, EFFECTIVE, AND ACCESSIBLE UI/UX. I ENJOY CREATING USEFUL APPS THAT SHOWCASE MY CREATIVITY AND TECHNICAL SKILL. CURRENTLY SEEKING A POSITION IN A COLLABORATIVE AND DYNAMIC ENVIRONMENT WHERE I CAN CONTINUE TO LEARN.

BROOKEPERKINS.COM SHE/HER PORTLAND, OR (978) 512-9655 BROOKEMMPERKINS@GMAIL.COM LINKEDIN/BROOKEPERKINS **GITHUB/BROOKEPERKINS**

TECH SKILLS

Languages

Libraries & **Frameworks** Javascript

HTML5 CSS3

React

Redux Node Typescript

Express

Testing QUnit

Next Gatsby

Jest

Database

Dev Tools

PostgreSQL

Git/Github Heroku

Other Skills RESTful APIs

Postman PGAdmin Netlify

Figma Sketch

VSCode

Adobe CC

EDUCATION

ALCHEMY CODE LAB Software Engineer | 2020

800+ hours of intensive, full-stack software engineer training. Emphasized collaboration in allremote teams. Strong experience with TDD and agile methodologies.

UNIVERSITY OF VERMONT BA | 2011

Major: English, French Minor: Studio Art

RELATED EXPERIENCE

SOFTWARE ENGINEER

FREELANCE | Portland, OR | Dec 2020 - Present

Designing and building accessible, joyful apps and websites with Javascript, Typescript, React, Next, Redux, Gatsby, Node, Express, and postgreSQL, as well as contributing re-useable components to existing libraries.

SOFTWARE ENGINEER TA

ALCHEMY CODE LAB | Portland, OR | Jan 2021 - July 2021

Mentored and assisted students learning complex concepts in Javascript, React, Node and PostgreSQL, completed daily PR reviews and assisted with debugging.

COFOUNDER & MARKETING DIRECTOR

PERK Builders (formerly West Fork) | Bend, OR | 2017 - 2020

Cofounded and marketed a successful tiny house construction company. Responsible for garnering web traffic and sales, building client database, and maintaining strong customer relationships.

SELECTED PROJECTS

PAGE TRADE CODE + DEPLOYED

REACT | NODE.JS | EXPRESS | SCSS | BEAUTIFULDND | POSTGRESQL **BCRYPT | HEROKU | ILLUSTRATOR**

Design-forward app for users that want to track and trade their favorite books in a safe, socially-distanced manner. Collaborated with an all-remote team in a week-long sprint where I spearheaded the app's UI engineering, creating wireframes that planned out components, state, and functionality to solve our user problem. Designed & implemented accessible, mobile-first responsive design using SCSS and customized React hooks.

DETESTINATION CODE + DEPLOYED

REACT | EXPRESS | NODE | POSTGRESQL | CSS | ILLUSTRATOR | HEROKU Full-stack app with a humorous take on a vacation-planning to help users feel better about staying home. Used PostgreSQL to store data from Yelp and LocationIQ API endpoints, reverse-engineering Yelp API's logic to return only businesses with bad reviews. Lead the app's UI engineering team, following Agile methodologies to complete a frontend with dynamically-rendered results page, and a My Trips page where users can save or delete their favorite trips.

TERMINUS CODE + NPX TERMINUS-GAME

NODE | EXPRESS | POSTGRESQL | HEROKU

A spooky, terminal-based, choose-your-own-adventure game with sounds, images, and several unique storylines. Used PostgreSQL to store each story line's text, images, and sounds, all made accessible by terminal prompts that allow the user to navigate the narrative. Main functionality lies in a recursive playStage function that intelligently navigates between prompts. Wrote the app's extensive data models as well as writing CRUD routes and seeding the SQL database. To play Terminus, run the following command in your terminal (requires Node): npx terminus-game