

Brooks Parrish

Front-End Software Engineer

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WORK EXPERIENCE

Software Engineer @ Promethean

July 2015 - Present // Alpharetta, GA

- › Work in a large React development team (15+) to deliver major and minor releases for Promethean's cloud-based teaching platform, ClassFlow.
- › Develop a variety of features for ClassFlow including complex rich text editors, activity reports with D3 charts, and various other JavaScript/React-based UIs leveraging REST APIs.
- › Collaborate with UX and Product teams to turn mocks into robust, modular components, compatible with a variety of devices/browsers, by implementing responsive styles and animations/micro-interactions using Less and JSX.
- › Lead development sprints for a team of 5 developers as the Scrum Master resolving blockers, researching/promoting best practices in the team, and organizing standup, triage, planning, and retrospective meetings.
- › Enhanced performance for data-heavy sessions from 20+ second load times to 1-2 second load times by optimizing inter-process communication in Promethean's desktop Electron application, ClassFlow Desktop.
- › Delivered Tech Talks to coworkers on topics including unit testing with Jest and customizing DraftJS editors.
- › Provide weekly tags/builds of both ClassFlow and ClassFlow Desktop through Bamboo CI for testing and production.
- › Utilize Git branching, tagging, pull requests, etc. for source control.

Web Applications Development Intern @ Cloud Sherpas

May 2013 - June 2015 // Buckhead, GA (remote during semesters)

- › Built multiple professional web applications for clients of Cloud Sherpas on top of the Google App Engine platform.
- › Contributed across the full web application stack building backend functionality with Python, client-side code using AngularJS and jQuery, and interfaces with CSS, HTML, and Bootstrap.

OTHER EXPERIENCE

- › Created and released a Photoshop resource pack that has obtained over 200,000 downloads.
- › Designed posters, logos, and graphics for local bands, class projects, etc.
- › Constructed virtual reality applications using VR devices including the Oculus Rift, Razer Hydra, and Wii Balance Board.

SKILLS

Languages

JavaScript (ES6+), HTML, CSS, Less

Libraries

React, Node, jQuery, Kendo, Jest/Chai/Enzyme, Draft, D3, Electron

Tools

Git, npm, Gulp, Atom, Jira, Bamboo CI, ESLint/Prettier, Webpack, Bash

EDUCATION

University of Georgia

Aug 2011 - May 2015

🎓 *Bachelor of Science in Computer Science*

- › H.O.P.E. Scholarship
- › Maintained jobs throughout undergrad to cover all living and education costs

VOLUNTEER

48in48 Atlanta

October 2017

Web development hackathon building 48 websites for 48 nonprofits in 48 hours