Bryan Stevens

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Proactive Software Engineer with a robust background in software development. Known for delivering high-quality, user-friendly software solutions. Seeking new opportunities to leverage technical skills and continue professional growth.

Experience

VuSpex - Full Stack Software Developer   May 2020 – Present

- Utilized software engineering expertise to drive development, reducing customer support cases.
- Implemented and managed Scrum methodology to ensure successful project delivery.
- Collaborated with cross-functional teams to consistently deliver high-quality solutions.

StreamGuys - Full Stack Software Developer   September 2019 – May 2020

- Translated complex requirements into effective solutions, improving workflows.
- Resolved technical issues swiftly and creatively, ensuring the delivery of user-friendly software solutions.

Freelance - Full Stack Software Developer   December 2013 – Present

- Developed and maintained mobile applications for clients using Objective-C.
- Worked closely with clients to understand their requirements and provide solutions that met their needs.
- Continuously updated technical knowledge through training and self-study to stay current with industry trends.

Education

Fullstack Academy of Code   October 2018 – February 2019

- Graduated from an intensive software engineering bootcamp with a 9% acceptance rate.
- Developed skills in object-oriented design, asynchronous programming, and agile principles.
- Enhanced collaboration and communication skills through pair-programming practice.

Cuesta College   August 2011 – May 2014

- **CIS 201:** Introduction to Computer Science - Gained foundational knowledge of computer science principles, algorithms, data structures, and problem-solving strategies.
- **CIS 203 & 204:** iOS Development 1 & 2 - Acquired practical skills in developing applications for iOS devices using Swift and Objective-C, including user interface design, data management, and networking.

Technical Skills

Advanced: React, Javascript, Typescript, React Native, Swift, Objective-C, Kotlin, Java
Knowledgeable:AWS, GraphQL, NoSQL, Angular, Jest, C#, .NET

Projects

(2023) Portfolio: React - Bootstrap - React-Router-Dom - github.com/bryanstevens314/portfolio

- Designed and developed a dynamic, user-friendly personal portfolio website to showcase my work and experience.

(2023) Food Genie+: - React Native - Redux - apps.apple.com/us/app/food-genie/id1672482056

- Chat-GPT powered meal recommendations based on user preferences and dietary restrictions.

(2021) VuSpex GO: React Native - OpenTok - Geolocation Services

- Developed a cross-platform solution that effectively replaced 2 existing mobile apps, simplifying processes for users.

(2020) ELevel+: React Native - Redux - React Native Bluetooth LE

- Played a crucial role in a team of three developing an app that integrated with AccuAir's Bluetooth module, enhancing user experience.

(2019) Stack Chat: React - Socket IO

- Pair programming exercise alongside a fellow Fullstack Alumni enabling users to create accounts, establish rooms and message in real time

(2019) Coin Crusade: Unity - C# - Mapbox - Google Cardboard

- VR experience, player 1 hosts a server that other players join, once in the world players run around Time Square collecting coins.

(2016) Bitcoin Faucet: Objective-C

- Designed an app that incentivized usage by rewarding users with Bitcoin for viewing ads, resulting in over 4.2K total downloads and over 230,000 user sessions.

(2013) The Love Story Project: Objective-C - AVFoundation - Youtube SDK

- An iPad app leveraging the front-facing camera to record and share couples' love stories via YouTube,