

Brandy Brasket

Front-End Software Engineer

[React Demo](#)

[LinkedIn References](#)

EXPERIENCE

Proagrica — *Front-End Engineer*

JUNE 2018- PRESENT (5+ yrs)

One of the primary front-end engineers recruited to develop a brand new web-based application for agronomy management, to aid the business in serving its data to Proagrica's agricultural customers (private farmers to billion dollar food conglomerates) in food manufacturing for millions of consumers in Europe and the Americas.

Experience centered on developing and testing a responsive React web application on a dedicated sprint team for the project, successfully delivering features needed by the Proagrica customer base in regular 3 week sprint intervals.

Translate details based on the research of project managers and UX team into high-performing software. Manage and maintain the Storybook instance for the Sirrus team to facilitate the development and testing of responsive React components.

Mentor junior developers in the best practices around building front-end and user flows for the Sirrus Web project.

Develop scripts for optimizing the process of building screen templates, reducing redundancy in the creation of new components.

Served as de facto lead developer by writing documentation on complex components, developing tutorials to aid in the onboarding of new developers, and presenting in front of investors to demonstrate project progress.

Perform daily peer reviews to help proof-read code, catch errors, enforce coding standards, and ensure testing coverage is maintained.

Paycom — *UI Developer*

AUGUST 2015 - JUNE 2018 (3 yrs)

Worked with the UI Design team to help uphold and implement design standards through various modules by updating existing code and creating new components.

Worked on improving accessibility throughout the site to keep on a large client that required accessibility for their hard-of-seeing users. Added aria tags and used NVIA for testing. Made sure keyboard actions worked for all form elements and interactable items, to aid users with hand mobility issues.

Quibids — *Tech Artist for Games Team*

MARCH 2013 - AUGUST 2015 (2.5 yrs)

Worked in the gaming department for their website called Shoppie, where developers made online flash games, and exported and organized art assets from the illustrators and animators, to make the process easier for developers to implement them. Got to branch out and create some art and do some junior level programming.

The Shoppie project and gaming development eventually ended, and I was kept on for a design role on a new project, where I created images to help promote items for sale. I missed the challenges of development, and I realized I wanted to learn more, so I began the Skillcrush course after encouragement from my higher ups.

EDUCATION

Skillcrush — *online course*

2015

How I got my start learning about front-end development. This course introduced me to CSS, HTML, Javascript, Ruby on Rails, and Git. Most learning has been done on the job and through company resources since. Frontend Masters, egghead.io, pluralsight, and udemy are other sites I have used in my learning.

Graphic Design — *BFA*

2011 - Oklahoma Christian University

Graphic Design with an emphasis in 3D animation. I enjoy visual arts, which is why I gravitated towards front-end development.

FRONT-END SKILLS

HTML
CSS/SASS
Tailwind
JavaScript
React
Jquery
Jest
Storybook
Atomic Design
Git
NPM
Node

TOOLS

Version Control:
Git, GitLab, GitHub

IDE:
JetBrains, Visual Studio

Documentation/Diagram:
Miro, Figma, Confluence

Issue Tracking:
Jira, YouTrack

INTERESTED IN LEARNING MORE ABOUT

Analytics – Would like to learn to use and read analytic data metrics that are utilized for company goals and planning, etc.

Mobile development – experience has been mainly in responsive web page development.

AI – how to safely utilize it for faster production and to create a better UX.

Documentation practices – Better ways to consolidate or link documentation across BAs, PMs, Devs, QA, and Design.

PERSONAL INTERESTS AND PERSONALITY TRAITS

I am easy going and laid back. I am not talkative, but I can have a lot to say if I feel I am being heard. I am a good listener. In my spare time, I am an amateur aerial dancer. I hope to teach aerial yoga on weekends someday. I like playing board and card games, making art, watching movies or live performances, and occasionally traveling.