

SUMMARY

Brandy Brasket is a front-end React engineer with experience in the agile software development cycle. Communicates with product managers, design team, quality assurance team, and other developers as needed to produce high quality code efficiently. Participates in meetings surrounding new user stories, retrospectives, demos, technical discovery, and more. Develops, organizes, and documents components based on needs communicated by the design team. Participates in daily code and peer reviews to ensure code is meeting high standards.

EXPERIENCE

Proagrica — *Front-End Engineer III*

JUNE 2018 - PRESENT

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

Worked with the UI Design team to help uphold and implement design standards through various modules by updating existing code and creating new components, utilizing primarily jQuery, html, css, and PHP.

Worked on improving accessibility throughout the site to support a large client with hard-of-seeing users. Added aria tags and used NVIDIA 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

Worked in the gaming department for their website called Shoppie, where developers made online flash games, and I 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 & CERTIFICATIONS

Skillcrush.com — *online completed course*

2015

Initial path to learning about front-end development. This course introduced CSS, HTML, Javascript, Ruby on Rails, and Git. Most learning since has been done on the job, through company resources, and other sites such as Frontend Masters, YouTube, egghead.io, pluralsight, and udemy.

Graphic Design— *BFA*

2011 - Oklahoma Christian University

Graphic Design with an emphasis in 3D animation.

Initial passion for visual arts caused gravitation towards front-end development.

FRONT-END SKILLS

- ★ HTML
- ★ CSS/SASS/LESS
- ★ 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