

# Brandon Newton

[brandon@bitwise.cool](mailto:brandon@bitwise.cool) · [bitwise.cool](http://bitwise.cool) · (415) 847-5908

Experienced web developer with a passion for software engineering and problem solving.

## SKILLS AND INTERESTS

*Languages:* HTML5, CSS3 & Preprocessors, Go, Javascript/ES6, Typescript/Flow, SQL, PHP, Ruby.

*CMS & Frameworks:* Ruby on Rails, Express, Koa, Bootstrap, Tachyons, Wordpress, Shopify.

*Tools & Libraries:* jQuery, lodash, RxJS, Immer, React, Redux, Jest, Enzyme, RSpec, Capybara, Gulp, Webpack, Git, Draft.js.

*Interests:* Functional programming, teaching programming, guitar, music, painting, illustration, and rock climbing!

## EXPERIENCE

**Frontend Engineer**, Percolate, New York City, NY

*September 2017–Present*

- Rewrote the entire Campaign permalink (a critical component of the Percolate app). The project went from a convoluted RxJS based system to a simpler Redux based solution. This allowed junior engineers and new hires to be onboarded quickly to the codebase, and become productive faster. Test coverage went from 30% to 80%, page load was improved by 15%, while cached objects were improved by nearly 300%.
- Utilized techniques such as Optimistic Updates to reduce perceived time of common interactions from 2-5+ seconds to instantaneous (e.g. removing campaign sections previously took 4+ seconds whereas now it takes 20~ms).
- Implemented inline image functionality in a custom WYSIWYG editor built on top of Draft.js.
- Improved feature tracking across the Campaign permalink, Intake Requests, and Analytics apps.
- Introduced Immer (an immutable library with a mutable API) to the codebase which simplified existing Redux reducer logic.
- Promoted and pushed for the adoption of helpful technologies/methodologies/libraries within the company.
- Built out Code Sandbox templates with tasks to be completed during Frontend Engineering interviews, which added more structure to how we interview engineers.
- Wrote tooling to eliminate dead feature flags (feature flags that were enabled by default, yet still existed in the codebase).

**Frontend Engineer**, Telltale Games, San Rafael, CA

*April 2016–August 2017*

- Built a modular and responsive CSS framework based loosely on Tachyons and BEM.
- Collaborated on a static site generator which syncs data from a third party headless CMS, generates dynamic templates using that data, and deploys to multiple environments. This moved the company from a manual to automated process of publishing online content, saving the company tens of thousands of dollars in developer time.
- Refactored a legacy API from PHP 4 to PHP 7. We saw significant performance improvements from undertaking this project.
- Configured JS build system using Webpack 3. Current setup has all the bells and whistles, including async chunk loading, transpiling and polyfilling dynamically depending on supported browsers, etc..
- Built a user account SPA using React, React Router, Recompose, and Redux. A fun feature of this project is that choices made in a Telltale game are visualized on a user's profile.
- Implemented A/B testing for every major feature of the Telltale frontend via Google Experiments.
- Had a major focus on the performance of the Telltale website.

- Built a data synchronization server that acts as a proxy to content from the third party CMS provider. This project significantly reduced common errors that we were encountering with the third party CMS provider(API timeouts, lost data, etc.), as well as reducing overall usage costs by a significant amount.
- Mentored a Junior Developer in the art of performance focused Frontend Engineering.

**Lead Developer & Software Engineer**, Futureprüf, San Francisco, CA

*August 2015–May 2016*

- Developed Wordpress, Drupal, and Shopify based websites with custom features using PHP and JS.
- Modernized company workflow by introducing tools such as Gulp, ESLint, Sass, and Git.
- Built a React.js application that powers a significant feature for Kodansha Comics.
- Implemented accessible responsive designs, as well as internationalization.
- Built custom web applications using Ruby on Rails, tested with RSpec and Capybara.
- Made major network optimizations by reducing network requests, optimizing SQL queries, implementing lazy loading on images, and minifying and compressing CSS and Javascript.
- Self-managed implementation of several projects, and kept work up to date with current best-practices.

**Web Developer & Designer**, City Bicycle Co., Sacramento, CA

*March 2015 - July 2015*

- Designed a fully responsive eCommerce and marketing website using Adobe Photoshop and Illustrator.
- Developed Shopify theme from said design using HTML5, SCSS/CSS3, Liquid, and Javascript.
- Implemented Instagram feed using Javascript and Instagram API.
- Used Gulp to optimize and compress static images, CSS, and Javascript
- Tested responsive design using BrowserStack as well as physical devices.

**SPECIAL PROJECTS**

**Interactive Comic Book Reader**, Futureprüf, San Francisco, CA

*September 2015–October 2015*

Wrote a React.js application that interfaces with Wordpress as a backend to provide an online comic book reading experience for users. The Reader works by asynchronously querying a Wordpress custom content type managed by PODS(pods.io) which retrieves information as JSON about a selected chapter. The Reader has multiple layout views, uses the Javascript Fullscreen API, handles navigation with arrow keys as well as buttons, and presents upsell information at the end of each chapter.

**References available upon request.**