

Brian Williams

Front-End Software Engineer – Web Application Development and – JavaScript | React | Software Automation | Front-End | Full Stack | API Integration

SUMMARY OF QUALIFICATIONS

- **Front-end development focus:** Strong understanding of front-end technologies, including HTML5, CSS3, and JavaScript (ES6+), with experience building responsive and interactive web application
- **React expertise:** Hands-on experience developing React applications, utilizing hooks, state management (e.g. React Context or Redux), and component-based architecture to build dynamic user interfaces.
- **UI/UX best practices:** Knowledge of responsive design, accessibility, and cross-browser compatibility to create user-friendly and visually appealing interfaces.
- **Experience with version control:** Proficient in Git and GitHub for source control, branching, and collaborative project management.
- **Familiarity with back-end:** Basic knowledge of back-end development using Django and Python, giving a well-rounded understanding of full-stack workflows and RESTful APIs.
- **Self-driven learner:** Committed to continuous improvement, staying up-to-date with front-end trends and technologies (e.g., modern JavaScript, React updates), and expanding skills through personal projects and coding challenges.
- **Problem-solving and debugging:** Strong ability to debug front-end issues efficiently, troubleshoot browser-specific bugs, and resolve layout or functionality problems.
- **Collaborative mindset:** Comfortable working in team environments, with experience collaborating on projects via GitHub, and strong communication skills for cross-team collaboration.

CORE EXPERTISE

Responsive Web Development – Front-End Architecture – Component-Based Development – JavaScript (ES6+) – React – UI/UX Design – API Integration – Version Control (Git) – RESTful APIs – HTML5/CSS3 – CSS Frameworks (e.g., Bootstrap, Tailwind) – Styled Components – Cross-Browser Compatibility – GitHub Collaboration – Web Performance Optimization – Agile Development – Testing and Debugging – Accessibility – State Management (React Context/Redux) – JavaScript Automation – Continuous Learning – Team Collaboration

MOST RECENT PROJECT EXPERIENCE

[Brian Williams Portfolio](#)

May 2024 – Present

A personal portfolio showcasing web development projects. Built with React, this responsive website serves as a professional portfolio and highlights expertise in front-end development.

- **Designed and developed** the portfolio using React and CSS, focusing on a seamless user experience and intuitive navigation.
- **Integrated** project showcases with live demos and source code links to demonstrate technical skills and project scope.
- **Implemented** responsive design, optimizing the portfolio for mobile, tablet, and desktop users to enhance accessibility and usability.

[Quote Cloud](#)

March 2024 – Present

A creative project that visualizes a 3D quote in a cloud of rotating geometries. This interactive web experience was built using Three.js to explore 3D text and object manipulation, focusing on user interactivity.

- **Developed** a rotating 3D text cloud using Three.js, allowing users to interact with and manipulate 3D objects in real-time.
- **Implemented** click-and-drag functionality for a smooth, engaging user experience.
- **Applied** animations and geometry transformations to create an immersive visual display.

[Omnifood Website](#)

October 2023 – Present

A responsive, accessible website built using HTML and CSS, focusing on a fictional food delivery service.

- **Created** a fully responsive, mobile-friendly website using HTML and CSS.
- **Ensured** web accessibility by adhering to WCAG standards.

CREATIVE 3D AND INTERACTIVE PROJECTS

A series of experimental projects exploring JavaScript, Three.js, and animation.

[Reflection Material ThreeJS](#)

2024

Experimented with Three.js geometries, materials, and animations. Implemented GUI controls for users to modify material properties like iridescence, metalness, and roughness.

[Sunset Racer](#)

2024

Developed a simple, interactive car racing game using plain JavaScript, featuring real-time driving mechanics.

[Star Shower](#)

2024

Created an interactive animation of falling stars that collide with mountains generated using plain JavaScript. Stars explode on ground collision, adding dynamic effects to the user experience.

PROFESSIONAL EXPERIENCE

RikerWeb LLC- Colorado Springs, CO\ April 2024 – Present
RikerWeb is a web development company specializing in providing open source tools and building websites for local businesses.

Junior UI Developer

Collaborating on a UI component library for a web-based application. The project involves developing reusable, scalable UI components to improve user experience and maintain design consistency.

- **Implemented** responsive and reusable components based on Figma designs, ensuring cross-browser compatibility and adherence to accessibility standards.
- **Collaborated** in the development of a scalable UI component library using React and Styled Components, contributing to improved design consistency and development efficiency.
- **Worked** in an Agile environment, participating in sprint planning and regular code reviews to continuously improve project outcomes.

EDUCATION

Pikes Peak State College Colorado Springs, CO 2018
AS in Political Science

Certificates

- HTML, CSS, and JavaScript
- Three.js Journey by Bruno Simons