

Chauni Brown

Atlanta, Georgia • 770-549-6502 • chaunidbrown@gmail.com

[\[LinkedIn\]](#)[\[GitHub\]](#)[\[Portfolio\]](#)

Skills

- **Soft Skills:** Communication, Creativity, Punctuality, Critical Thinking, Problem-Solving
- **Technical Skills:** Typescript, React, Rest API, Spring, Java, HTML/CSS, JavaScript, SQL, Git, Microsoft Office, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro

Experience

Morgan Stanley

Software Development Apprentice

Alpharetta, GA

August 2023 – January 2024

- Developed Rest APIs and provided support for backend processes.
- Collaborated with the global team under the agile methodology to communicate and plan projects and execute tickets and the product development cycle.
- Developed a user-friendly front-end page that communicated daily spread rate data for internal use.
- Utilized unit testing implementation to support software.

Dollar General

Team Lead

Smyrna, GA

September 2021 – February 2022

- Drove sales through engagement of customers, suggestive selling, and sharing product knowledge.
- Managed financial transactions and processed payments by totaling purchases, processing checks, cash, and store or other credit and debit cards.
- Assisted with inventory, including receiving and stocking merchandise.

Andretti's Indoor Karting and Games

Server

Marietta, GA

October 2019– August 2020

- Presented ordered choices in a prompt and efficient manner for over 50 customers daily resulting in positive customer experience.
- Took initiative during peak dining hours by handling a high frequency of guests, which allowed the kitchen to flow seamlessly.

Education

Kennesaw State University

Bachelor of Science in Interactive Design

Kennesaw, GA

August 2024– December 2025

Year Up | Pluralsight

Application Development Track

Atlanta, GA

March 2023 – February 2024

- Practice and implement the use of JavaScript, Bootstrap, HTML, Web Design, CSS, and Git/GitHub through live instruction and applied demos (400+ hours of training)
- Learn program concepts to build basic software programs; write and run unit testing to verify code.

Georgia State University

Bachelor of Interdisciplinary Studies in Game Design; minor in Film & Media

Atlanta, GA

August 2018– July 2022

- Number of credits earned: 70