

Colton T. Brown

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★ For links and demos, check out the web version at coltontbrown.com/resume

Education

Duke University

Computer Science (BA) + Physics (BA)

Skills

- > Expert in full-stack javascript development using Node, Express, Backbone, React and Flux
- > Extensive experience with HTML5, CSS3, CoffeeScript, PHP, Redis, MySQL, Bash, and Objective-C

Projects

SeekPanda.com

A Web portal that makes it easy to hire a professional translator

July 2015 - Present (freelance)

- > Features user onboarding, editable user profiles, and a dynamic hiring dashboard
- > Built the front-end with React and Flux on a 6-week timeline

Ice-js

A front-end framework that simplifies building javascript apps with React, Backbone and Express

April 2015 - Present (open-source)

- > Baked-in support for page pre-rendering, data bootstrapping, and complex routing
- > Built with Browserify, React, Express, and Backbone.js

Pay with Bitcoin

A browser extension and supporting API that allows users to pay with bitcoin on supported e-commerce sites.

February - May 2014 (client: Honey)

- > Implements a full-stack, event-driven architecture for performance and security.
- > Built the backend with Node.js, Redis, Express, and mySQL; Built the front-end with Backbone.js

Accordion

A lightweight CSS implementation of a content accordion. Used in the Honey browser extension

March 2015 (client: Honey)

- > An animated, customizable UI component built with HTML, CSS, and a few lines of JS

Job History

Honey

Pasadena, CA

Full-Stack Developer

July 2013 - May 2015

- > As the company's first full-time engineer, I built the foundation of our web platform in PHP and MySQL, which now supports multiple production systems
- > I worked closely with the design team to improve our site's look and feel, then implemented the designs in pixel-perfect HTML and CSS
- > I developed a custom site architecture with Node.js and React that renders pages efficiently, supports complex UI features, and allows dynamic content to SEO well

Kymanox

Durham, NC

iOS Developer

May - August 2012

- > I built and released the company's first iPhone game with a heavy emphasis on animation using Objective-C with CoreAnimation.
- > I created a mobile-optimized front-end for one of the company's key web products using HTML and CSS with ASP.net

Duke Neurobiology

Durham, NC

Research Assistant / Programmer

Nov 2011 - May 2012

- > I built a MATLAB graphical user interface that greatly simplified the process of identifying and measuring brain cell activity in living songbirds. I'm told the lab technicians still use it today