Byron Brown
Software Engineer

Summary:
I am a full stack developer focused on creating an immersive user experience. I have completed a certificate program from the University of Washington focusing on full stack web development and mastering HTML, CSS, JavaScript, jQuery, React, Database Theory, MySQL, and NoSQL with mobile- first responsive design.

Projects:

Orbit Mobile Game   https://play.google.com/store/apps/details?id=com.DonationGames.Orbit

- **Technologies:** C#, Unity Game Engine

- A fun game where the user controls a space ship launching from orbit to orbit. Available in the Google Play Store.

Employee Directory: https://salty-springs-52051.herokuapp.com/

- **Technologies**: React, HTML, CSS, JavaScript,

- This employee directory helps manager search their list of employees and find them based on a certain criteria.

PWA Budget Tracker: https://still-eyrie-21891.herokuapp.com/

- **Technologies:** IndexedDB, Ajax, and Express APIs. HTML, CSS, JavaScript.

- This is an easy to use budget tracker that functions while both online and offline for a more seamless experience.

Note Taker App: https://afternoon-chamber-95392.herokuapp.com/

- **Technologies:** HTML, CSS, Bootstrap, JavaScript, and Express

- This note taker app saves, deletes, and edits notes. Notes are saved in a server for user convenience.

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https://github.com/doctorbebo
https://doctorbebo.github.io/portfolio/

Education:

Certificate in Web Development, May 2020 University of Washington, Seattle, WA

B.A., Commercial Music, May 2017 Liberty University, Lynchburg, VA

Technical Skills:

Languages:
C#, JavaScript, TypeScript, HTML, CSS, SQL

Libraries/Frameworks:
React, Angular, jQuery, Express NODE.js, Bootstrap

Databases:
MySQL, NoSQL, MongoDB

Other:
Git, GitHub, Unity Game Engine

Work Experience:

Office Administrator
Sound Deli Provisions
Woodinville, WA, Jan 19 – Apr 20

- Managed inventory systems, data entry, costumer service, and warehouse organization

Music Composer, Sound Designer
Devs on a Boat
Remote, July 19 – present

- Composed, mixed, mastered, music and sound effects; reliably, remotely met with team to discuss audio goals