Brian Stewart

Software Developer

Software Developer, new to the industry. Willing to direct large-scale teams or work hands-on to complete extremely difficult projects. Brings both cutting-edge programming ideas and exceptional interpersonal skills to collaboration roles.

Work History

2022-08 -Current

Junior Full Stack Developer

Walgreens, Austin, TX

- Reviewed code, debugged problems and corrected issues.
- Contributed ideas and suggestions in team meetings and delivered updates on deadlines, designs and enhancements.
- Participated in requirements gathering to solidify prerequisites and determine best technical solution to meet business needs.
- Analyzed existing software implementations to identify areas requiring improvement.
- Delivered performance-driven and user-centric websites that met all business requirements.
- Adjusted design parameters to incorporate new features.

2021-10 -2022-07

Associate Developer

Lineups, Austin, TX

- Documented technical workflows and knowledge in private wiki for education of newly hired employees.
- Collaborated with project managers to select ambitious, but realistic coding milestones on pre-release software project development.
- Assisted in business acquisition efforts by designing customized solutions for proposals to potential customers.
- Collaborated on stages of systems development lifecycle from requirement gathering to production releases.
- Planned and developed interfaces that simplified overall management and offered ease of use.
- Developed software for both desktop and mobile operating systems.
- Designed and produced audio and visual assets for final product use.
- QA tested all new features and updates in both desktop and mobile environments.

2018-01 -2020-03

Technical Director

The Marco Players Theatre, Marco Island, FL

- Founded interdisciplinary technology review protocols to smooth departmental upticks in spending by better aligning purchase efforts with company-wide goals.
- Guided, coached and lead project teams, delegating tasks and evaluating performance and progression of project pace.
- Oversaw testing of equipment and components to check for defects.

Contact

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Phone

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E-mai

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LinkedIn

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Languages

MongoDB

Excellent

React

Excellent

HTML & CSS

••••• Excellent

Node JS

Very Good

Express

Very Good

JavaScript

Very Good

SQL

Good

Django

Good

Python

Average

Skills

API design knowledge

• Developed suggestions for technical process improvements to optimize resources.

2017-01 -2018-01

Assistant Board Operator, Radio Producer

Entercom Austin, Austin, TX

- Executed live, breaking and syndicated broadcasts with no errors.
- Kept station compliant with compliance requirements by curating content and preventing inappropriate airings.

2015-01 -2018-01

Sound Engineer

Self-employed, Austin, TX

- Controlled microphones, sound levels and outputs to produce high-quality tracks for variety of clients.
- Mixed and mastered vocal arrangements and music compositions, and optimized songs and albums using elements, including equalization, compression and stereo enhancement.
- Collaborated with producers and performers to determine and achieve desired sound for productions.

2015-01 -2016-01

Master Control Operator

ATX Underground, Austin, TX

- Monitored channels for compliance with federal regulations and strict company rules.
- Kept signal strong, clear and reliable with continuous monitoring and optimization of broadcast equipment.
- Performed quality control duties for on air content during broadcasts

Education

2021-03 -

Certification: Full Stack Software Engineering

General Assembly

2010-09 -

2021-05

Bachelor of Arts: Theatre, Audio Engineering

2014-05

Hanover College - Hanover, IN

Additional Information

 Honors and Awards: , Best Sound Design 2016: Broadway World Austin Programming

Product development

Software Development

Project Management

Data management

Verbal and written communication

Detail-oriented

Web app development

Troubleshooting