

Grant Brown

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I currently hold a TS/SCI with a full scope polygraph.

I'm a programmer with 4 years of professional experience seeking jobs involving backend/scripting work.

CORE SKILLS

Python • Bash Scripting • TypeScript • JavaScript
• React • Node.js • HTML • CSS • Git

EDUCATION

GENERAL ASSEMBLY

IMMERSIVE WEB DEVELOPMENT

January 2018 - April 2018 | Washington, D.C.

NEW YORK UNIVERSITY

B.A. IN POLITICAL SCIENCE

December 2017 | New York, NY

PERSONAL PROJECTS

ScribeImage - Bash script that normalizes then runs OCR on an arbitrary number of images, detecting text and adding it to the metadata so the images can be searched by text.

Bash Scripting

gladAltor - Web game where the user plays a simplified version of Cards Against Humanity VS an AI. Game works on mobile/desktop and has a leaderboard for high scores.

TypeScript, React.js, Node.js, Bash Scripting, Cloudflare R2

Draft - Game demo where player can select cards to add to a deck, written without premade assets

Godot, GDScript

Scrappy - A fully automated collection of scripts that downloads, combines, and uploads popular Reddit GIFs as YouTube videos. A web counterpart allows users to filter Reddit posts based on criteria unavailable on the Reddit website.

React.js, Node.js, Jest, cron

EXPERIENCE

FREELANCE/PERSONAL PROJECTS | SOFTWARE ENGINEER

January 2024 - current | McLean, VA

- Developed a single-click pipeline of Python scripts for a psychiatric practice that transcribes and summarizes appointment audio recordings via the OpenAI API, then uploads to Google Drive
- Used iterative prompt engineering to increase accuracy of summaries
- Includes comprehensive error handling and logging to ensure reliability, traceability, and debugging
- Enabled client to discontinue third party dictation service, lowering costs by ~90% and saving ~5 minutes per summary generation
- Created three most recent side projects listed in lefthand column

FLASHPOINT | SOFTWARE ENGINEER

March 2023 - January 2024 | McLean, VA

- Created Typescript React components in close collaboration with the UX team for the company's main product, a tool enabling users to search for suspicious activity and popular exploits on the dark web.
- Contributed modular components written from scratch to the TypeScript React library used by all inhouse frontend devs.
- Code had to satisfy these criteria: zero linter errors, code review by at least one senior dev, reviews by members of the UX team / testing team.

GUIDEHOUSE | UI DEVELOPER

March 2021 - August 2022 | McLean, VA

- Took over as lead front end developer after reorganization of the team, 1 week into the project
- Determined libraries, architecture, and design patterns to be used on the project (for example, using functional components instead of class components, sizing everything in REM units, adapting components from Material UI, adding Tailwind CSS).
- Lead front end developer consulted by the team concerning the viability and time commitment of UI/UX features and bugfixes.

TRILLION TECHNOLOGY SOLUTIONS | WEB DEVELOPER

May 2020 - October 2020 | Washington, D.C.

- Built a data viewing tool for the OpenFEMA API, providing most features of the API in an interface accessible to non-technical users.
- Tool allowed the user to filter OpenFEMA data and displayed an API endpoint corresponding to the filter(s). Tertiary features included visual previews of geographic data, a database status indicator, Section 508 compliance, and downloadable data in CSV/JSON format.
- Devised comprehensive unit tests for the OpenFEMA API with Jest.