Greg Beas

FRONT-END DEVELOPER

Details

Orange County United States (949) 632-8301

gregorybeas4@gmail.com

Links

gregbeas.dev

github.com/gregbeas

linkedin.com/gregbeas

Skills

HTML & CSS/Sass

JavaScript

React

Responsive Design

Git

Node.js

Bootstrap/Tailwind

Figma

Languages

English

Spanish

Profile

Passionate Front-End Developer committed to creating responsive, pixel-perfect, and accessible web pages. Eager to learn, and ready to make meaningful contributions to a talented engineering team.

Projects

Restaurant Website

React, SCSS, Node

- fully responsive component-based layout with flexbox and grid
- reservations form with client and server-side validation

Ecommerce Web App

Vite, React, Tailwind

- · responsive mobile-first design layout
- complete with add-to-cart functionality

Travel Agency Web App

React, CSS, Aos, Node

- responsive layout with a custom navigation menu toggle on small screen sizes
- utilizes Aos animation library for scroll animations

Employment History

Maintenance Transformation Co-op, Bimbo Bakeries USA, Lehigh Valley, PA

JANUARY 2018 - MAY 2018

- led a research project to find best practices in company plants and reduce maintenance costs and time
- performed plant assessments throughout the Northeast region to standardize maintenance programs and prevent inconsistencies

Mechanical Engineering Co-op, Brewer Fitness, Randolph, MA

JANUARY 2019 - JUNE 2019

- joined the existing engineering team to prepare a new line of products for sale
- · designed and prototyped new components
- developed detailed engineering plans and designs using customer feedback,
 built a functional prototype, and released a new model to customers

Education

Meta Front-End Developer Professional Certificate, Orange County, CA

AUGUST 2023

- Interactive and responsive web design
- UI/UX principles
- Robust and reusable component-based architecture using React

Northeastern University, Boston, MA

SEPTEMBER 2016 - JANUARY 2020

Completed 90 credit hours toward a BS in Mechanical Engineering