Joshua Branson
Web Developer - Purdue University

Lafayette, IN - Email me on Indeed: indeed.com/r/Joshua-Branson/784ea24c68c5a47b

Authorized to work in the US for any employer

WORK EXPERIENCE

Web Developer
Purdue University - August 2016 to Present

http://honors.purdue.edu/
Used WordPress to add a content management system to the existing site
Overhauled the web template system
Made the site more web compliant

Web Developer
setyourwaypoint.com - August 2015 to March 2016

Developed the front-end HTML, CSS, and javascript code for several mobile responsive websites
Produced custom modules for use in a couple content management systems
Wrote several javascript scripts, using jQuery to improve the user's journey

Web Production Assistant
Purdue University - June 2014 to August 2015

soihub.org
Upgraded Website content to use the Twitter Bootstrap web framework
Built a template course search using MYSQL and PHP and Bootstrap
Created a math captcha to reduce spam accounts
soihub.org/about-us.php

SKILLS Angular Meteor WordPress Java Python Ruby Rails C# ASP.NET CakePHP joomla
GNU/Linux
Adapt and maintain Parabola GNU/Linux on my personal computer
Customized and programmed Emacs to suite my programming workflow
Scripted the awesome window manager to mimic a desktop environment

Programming
Built a macro nutrient dietary meal planner with PHP and MySQL
Created several mobile responsive websites with Twitter's Bootstrap
Used programming languages to solve several math problem on projecteuler.net

RELEVANT EXPERIENCE memcached Chrome Inspe
Built a Bowling Application October 2015-May 2016
Utilized AJAX to improve web app's responsiveness
Allowed users to register and confirm registration via email
Optimized a database to use multiple MySQL tables
Built a WordPress Site From Scratch April 2016
Built several custom post types

Programmed custom WordPress queries
Learned and applied WordPress page layout hierarchies
http://matrixcares.org

Created a Demo HTML5 Virtual Piano March 2015
Researched the pixi.js rendering library to build the game
Created callback functions to deal with user input
Used the HTML5 audio API to play musical sounds

Built a Demo HTML5 Web Game: High Star March 2015
Used javascript and the phaser gaming engine to build a two-dimensional game
Devised the game logic to handle collisions, falling and re-spawing of objects
Created the players animation to illustrate his movement

EDUCATION

Bachelor of Arts in Philosophy
Purdue University
August 2010 to December 2014

LINKS

http://web.ics.purdue.edu/~jbranso

http://www.github.com/jbranso