

---

# Jermamy Brown

## Full Stack Developer

Glendale, AZ (623)810-1461

[brown.jermanya@gmail.com](mailto:brown.jermanya@gmail.com)

[Portfolio](#)

## SKILLS

**Front-End:** Javascript(React), HTML/CSS/SCSS, Bootstrap, Git

**Back-End:** GraphQL, SQL

**General:** GitHub, WordPress, VS Code, Jira

## EXPERIENCE

### **3C Institute, Durham, NC (Remote)** - *Junior Web Developer*

July 2021 - PRESENT

- Designed and developed 10+ web applications using HTML, CSS, Javascript, and jQuery.
- Communicate with Quality Assurance and Support Teams to resolve software issues.
- Be an integral part of a team that is responsible for creating & developing innovative web-based applications & services.
- Customized WordPress themes and managed software upgrades on 20+ WordPress sites.
- Managed full development lifecycle, including requirements, design, coding, testing, and ongoing support.
- Developed and documented reusable React components for use in 60+ web applications, managed in a Lerna multi-repo.

### **Charles River Labs, Raleigh, NC** - *Lab Animal Technician II*

Dec 2018 - Feb 2021

- Collected, prepared, and labeled samples for laboratory testing and examination.
- Safely restrained animals during exams and procedures.
- Ensured the health, welfare, and cleanliness of laboratory animals.
- Conducted routine procedures, including animal husbandry and environmental monitoring.

### **Company Name, Location** - *Job Title*

Feb 2017 - Dec 2018

- Processed credit memos using specialized accounting software and reconciled discrepancies.
- Consistently ranked as the most complimented advisor for three consecutive months in 2018.
- Handled inquiries through inbound/outbound phone calls, email, chat, and social media channels and communicated information on policies, benefits, products, and services effectively.

## EDUCATION

### **Thinkful** - *Full Stack Immersion Program*

Jan 2021 - June 2021

### **North Carolina A&T State University, Greensboro, NC** - *BS in Animal Husbandry*

August 2012 - May 2016