

# Jesse Brumley

Full-stack Web Developer

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## SUMMARY

Full-stack web & software developer with a background in customer service and 18+ years of real-world communication and problem-solving experience. Passionate about building seamless, user-focused applications using JavaScript, Python, React, and API integration. Known for writing clean, functional code, learning fast, and contributing to high-impact, collaborative projects.

## EDUCATION

### Diploma in Computer Science and Full Stack Web Development

Atlas School, Tulsa, OK

Expected Graduation August 2025

- Full-time program focused on web development and computer science fundamentals
- Specialized in full-stack development using modern programming languages and frameworks
- Learned through a peer-driven learning model fostering collaboration and rapid skill acquisition

## TECHNICAL SKILLS

- **Languages:** Python, JavaScript, C, C++
- **Tools:** HTML, CSS, React, Tailwind CSS, Bootstrap, Node.js, Express.js
- **Deployment & Tooling:** Netlify, Vite, NPM, Git
- **Databases & Data:** REST APIs, MongoDB, JSON

## PROJECTS

### Visitor Check-in — Full-Stack Developer & Technical Lead

July 2025

[github.com/jessebrumley/visitor-check-in](https://github.com/jessebrumley/visitor-check-in)

Live: [atlas-check-in.netlify.app/](https://atlas-check-in.netlify.app/)

- Designed and implemented a secure digital check-in system to replace paper logs, including visitor registration, badge assignment, and CSV export features.
- Built and integrated backend with Supabase (Postgres, Row-Level Security, authentication) and front end with React, TypeScript, Tailwind, and Vite.
- Led a 4-person team, coordinating development, UI/UX design, testing, and documentation.

### Atlas Music Player — React Developer

May 2025

[github.com/jessebrumley/atlas-music-player](https://github.com/jessebrumley/atlas-music-player)

Live: [atlas-music-player-jbrumley.netlify.app/](https://atlas-music-player-jbrumley.netlify.app/)

- Built a responsive music player interface using React, Tailwind CSS, and Vite with component styling
- Implemented playback controls, playlist management, and dynamic album art using live API data
- Wrote unit and snapshot tests using Vitest and React Testing Library; automated GitHub Actions

### The Joy of Coding — Lead Developer

November 2024

[github.com/jessebrumley/atlas-the-joy-of-painting-api](https://github.com/jessebrumley/atlas-the-joy-of-painting-api)

- Extracted and transformed data from diverse, unformatted sources into structured formats
- Developed a performant API supporting flexible querying and sorting of large datasets
- Optimized performance and scalability with efficient data handling and processing techniques

### Tasty or Toxic — JavaScript Developer

August 2024

[github.com/Moonwalkert3ch/tasty-or-toxic](https://github.com/Moonwalkert3ch/tasty-or-toxic)

Live: [moonwalkert3ch.github.io/tasty-or-toxic/](https://moonwalkert3ch.github.io/tasty-or-toxic/)

- Built a responsive web app that identifies edible and toxic plants using the Perennial API
- Developed interactive search and filter features to present plant info in a user-friendly table layout
- Collaborated on a team, managing version control, feature development, and deployment via GitHub

## EXPERIENCE

### Customer Service Representative

U.S. Cellular, Tulsa, Oklahoma

January 2018 to May 2023

### Security Officer

G4S Security Solutions, Tulsa, Oklahoma

January 2017 to January 2018