

# Brandon Clark

React

Angular/AJS

NodeJS

Express

Ionic

Webpack

Git

Linux/Bash

HTML5

CSS3/SASS

JS/TS

Java

SQL



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## Education

University of North Carolina at Chapel Hill  
B.A. Computer Science

May 2018

## Professional Experience

SSB (Formerly StoneTimberRiver)  
Remote Full Stack Engineer

Summer 2018-Current

- Leader in piecewise upgrade of existing AngularJS application to React and transition to using webpack, es6 modules, code splitting, and CI pipeline
- Designed and implemented front end application for interacting with Dynamics/Salesforce CRM data in a manner more specific to sports and entertainment than the native CRM interface
- Created UI based mass data manipulation tools on top of this application
- Built unifying NodeJS framework for interaction with Dynamics/Salesforce CRM APIs
- Assembled and maintain internal React component/SCSS style library
- Constructed automated schema deployment tool for client Dynamics/Salesforce instances

Quantworks

Summer 2017

Full Stack Intern

- Developed and published the full stack, cross-platform web/mobile app, "GymNOW" that allows customers to purchase short term passes to gyms and fitness studios, and check in at their facilities
- Worked with client to design and then create a cross platform mobile app, and customer facing facility management dashboard
- Converted existing mongo based backend to a Java/Jersey/PostgreSQL to better suit application
- Developed a RESTful backend API, created database schema, unit tests, and build pipeline
- Wrote systems for managing user credentials, permissions, payment information, and business information
- Utilized agile development techniques to adapt to client's requirements
- Used source control to facilitate team collaboration

## Personal Projects

TRU Deli Ordering App

- Worked with the owner of a local deli and graphics designer to build a mobile app for creating custom sandwich and salad orders from your phone or from restaurant kiosks
- Revamped security measures of existing backend

Calcuweightor (Available on the Play Store)

- Ionic based cross-platform app to assist in calculating weights in the gym
- Combines graphics and numerical to quickly allow user to match physical weights to calculations

Spidr

- Visual web crawler building tool
- Takes in a base URL, then the user can generate parameters for the crawler by interacting with the embedded version of the website

Malware Map

- An Angular based interactive map visualization displaying geocoded malware IP addresses
- Includes a full CI build pipeline and end-to-end/unit testing with Travis and Heroku integration

Stop The Outbreak

- An interactive gaming experience developed for an exhibit at the Morehead Planetarium by my small team of students
- Created custom node/websocket framework for synchronous gaming across 3 displays
- Met with stakeholders and scientists from the local university in order to make a factually accurate game while maintaining the kid friendliness of the interactions

Into the Deep

- A procedurally generated WebVR dungeon crawler created using A-Frame and a custom game management framework