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| Brandon Clark  React • Angular/AJS • NodeJS/Express • Webpack • Git Linux/Bash • JS/TS • CSS3/SASS • HTML5 • SQL• Ionic  (336) 290-3328  r.brandon.c@gmail.com  codepen.io/rbrandonc  github.com/rbrandonc |

### 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

*Full Stack Intern*

Summer 2017

* 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*

**Into the Deep**

* *A procedurally generated WebVR dungeon crawler created using A-Frame, custom quadtree voxel engine, and game management framework*

#### 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*