Reid Fuhrman

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EXPERIENCE

Software Engineer April 2022 – Nov. 2023

Township *Remote*

- Wrote a significant portion of the Frontend UI for multiple mobile apps and developed an internal component library in React Native, TypeScript and StyleSheets, which allowed teams to reuse and rapidly iterate upon in other apps.
- Reduced project setup time for React Native Bluetooth apps by developing a service that abstracted complex BLE boilerplate code into a set of reusable common functions.
- Responsible for writing robust GraphQL queries and creating intuitive content models in Contentful giving clients control over much of their site's content as well as allowing for easy creation of future content.
- Regularly managed tech-debt proactively by documenting it and bringing it to attention during standups .
- Created a custom rich text parser to display Contentful blog posts in a React Native app.
- Developed several marketing websites leveraging knowledge of NextJS, Tailwindcss, and Mobile-First development.

Computer Scientist May 2020 – April 2022

USAF, 402nd Software Engineering Squadron *Warner Robins, GA*

- Improved internal web application's accessibility rating to Level AA by cataloguing and updating web pages with elements inconsistent with WCAG 2.0 Success Criterion.
- Refined existing tests and identified software bugs by witnessing software testing as part of an independent team. This included verifying the processes, noting issues and concerns, and collaborating with the team to recommend changes/fixes.
- Improved documentation by creating Excel spreadsheets linking test accounts and Data Files to manual test cases, showing frequency of use and what files are required.
- Regular Scrum style standups, sprints, retrospectives, and sprint plannings.

PROJECTS

React Games List | *React, Firebase, Tailwind, Node.js* https://react-games-list.web.app

- Created a Single Page Application frontend using **React** and **Tailwindcss**.
- Developed a **Firebase Cloud Function** to interact with the RAWG video game api to allow users to search through an extensive database of video games.
- Set up a **Firebase** Realtime Database so that users can add games to a personal list and give them a rating.
- Site was created using **Mobile first** design and is fully responsive.
- Design mockup created using **Adobe XD**.

FreeCodeCamp Nashville Website | *Gatsby, React, Tailwindcss, Netlify* https://www.nashvillefcc.com/

- Collaborate weekly with a team of community developers to develop an official website for the FreeCodeCamp Nashville meetup group.
- Implemented a fully responsive footer using **React** and **Tailwindcss** following a design mockup.
- Set up a small NoSQL database to cache events data and reduce calls to an external API.
- Developed a **Netlify** function that pulls events data from the database, and requests new events data from the external **REST** API if cached data is expired.
- Implemented a regular expression to process RSS data into usable JSON that is displayed on the UI allowing users to see upcoming meetup events.

TECHNICAL SKILLS

Languages: JavaScript ES6, TypeScript, HTML/CSS, GraphQL, Elixir, PostgreSQL, Java, C++
Frameworks: React, React Native, Expo, NextJS, Node.js, Jest, Tailwindcss
Developer Tools: Git, VS Code, XCode, Android Studio, Linear, Jira, Vercel, SwaggerUI, Postico, Postman, Firebase
Libraries: react-native-ble-plx, react-query, recoil

EDUCATION

Tennessee Technological University Cookeville, TN

Bachelor of Science in Computer Science *May 2019*