

Reid Fuhrman

Front End Developer- React.js, React Native, TypeScript, Node.js

[LinkedIn](#) | [Github](#) | [Website](#)

New York, NY

hey@reidfuhrman.com

Experience

Township - Software Engineer (React Native, React, TypeScript)

April 2022 - November 2023

Developed a new mobile application codebase using **React Native**, **Expo**, **TypeScript**, and **Node.js**. Also built the UI for two marketing sites in **Next.js** and **TailwindCSS**.

- Created a library of reusable components and pages which reduced development time for subsequent apps by 4 months
- Decreased Bluetooth device disconnects by 90% by writing a service (**Node.js**) that simplified the device connection process and introduced robust error handling
- Refactored two marketing sites (**Next.js**) to query and populate data from **Contentful CMS** using **GraphQL**

USAF - Computer Scientist (HTML, CSS, Accessibility)

August 2020 - April 2022

Improved an internal web application's accessibility rating to Level AA using manual testing on 15+ web pages.

- Documented elements that did not meet **WCAG 2.0** Success Criterion using Microsoft Excel
- Updated pages (**HTML**, **CSS**) to comply with accessibility requirements

Projects

Cookeri ([Code](#) | [View Site](#))

June 2024 - Present

A recipe manager designed to help home cooks collect and organize recipes. Users can import, edit, and save recipes from a URL.

- Developed with **Next.js**, **TypeScript**, **Tailwind**, **Supabase** Database & Authentication, designed in **Figma**
- Integrated **Supabase** authentication using **OAuth** and Email **OTP** for secure passwordless login
- Implemented a **Depth-first search** algorithm (**JavaScript**) to parse recipe data from a URL

Fluidlogic Website - Marketing Website ([View Site](#))

September 2023 - November 2023

Marketing and Ecommerce site for FluidLogic

- Developed with **Next.js**, **TypeScript**, **Tailwind**, and **Contentful CMS**.

Education

BS in Computer Science

Tennessee Technological University, May 2019