BRIAN YOUNG Software Engineer | Web Developer

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Self-motivated Software Engineer and Web Developer/Designer who is enthusiastic about exploring new technologies and leveraging skills to create and deliver user-centric applications.

For the past 10 years I have been at the forefront of digital evolution, combining software, audio and multimedia. My true passion is web development, along with using my design background to develop visually engaging and responsive web applications. My experience brings a solid understanding of functionality and design to any project.

Skills

Front End Development & Design | Full Stack Development | Usability Engineering | Content Management
User Interface Design | Responsive Design & Mobile-First Websites | SEO/SEM | Mock-Ups & Wireframing
Email Marketing & Management | Graphic Design

Languages - *JavaScript, HTML5, CSS3, PHP, Node.js, some TypeScript*
Libraries and Frameworks - *React, Next.js, Express.js, Bootstrap, Material UI, Tailwind*
CMS Platforms - Have done projects using *Wordpress, Squarespace, Shopify*
Optimization - *SEO Relevant Syntax, Google Analytics*
Database - *PostgreSQL, Sequelize, ORM, MongoDB, Mongoose*
Version Control - *GitHub, Git*
Design Tools - *Adobe Creative Suite (Photoshop, Illustrator), Figma, MIRO*

Professional Experience

Freelance Web Development | Los Angeles, CA   05/2010 - Present

- Designed, optimization of various business, entertainment and personal websites.
- Implemented storefronts/shopping carts, galleries and blogs
- Managed client social media accounts on all platforms

Audio Engineer - Battersea Productions | Los Angeles, CA   05/2010 - Present

- Independent contractor handling all tasks and decision making for recorded musical projects, from conception to completion

Webmaster / Assistant Marketing Director - Lighting Control and Design | Glendale, CA   2005 - 2010

- Introduced measures that utilized current Internet technologies vs. printed matter, saving over $20,000/year on printing & shipping costs
- Redesign corporate website using Flash, ActionScript, PHP

Web Engineer - Vendaria, Inc | Seattle, WA   2000-2004

- Communicated with team members and software managers to deliver optimized video presentations
- Other duties included tech support and installation tutorials with customers

Software Development Projects - These are school projects, developed at the recently completed

General Assembly Software Engineering Immersive

[HashChat](#)   *React, Material UI, Supabase*

- HashChat is a real-time chat room style communication platform
- Utilizes React hook useRealTime as real-time updater
- Supabase SQL and postgREST-ful APIs

[Park Hopper](#)   *React, Node.js, MongoDB, Express, Bootstrap, Web Token Auth*

- Park Hopper is a National Parks finder application that allows the user to search for parks by state, view up to date information on that park and check weather data using the leveraged weather API

[Dinner. Done.](#)   *Express, Sequelize, PostgreSQL, Axios, EJS, JavaScript, CSS3, HTML5*

- Dinner. Done. is an app that allows you to peruse, save and edit thousands of recipes that match your available ingredients
- Full stack CRUD application that leverages RESTful API recipes data

[8-Bits Below](#)   *JavaScript, CSS3, HTML5, Canvas*

- Leveraged embedded JavaScript, CSS3, HTML5 and Canvas to create an 8-bit style, side-scroller adventure game
- Employed collision detection features, displaying graphics and sound effects

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Certification

Software Engineering Immersive Certification

Education

General Assembly | Los Angeles, CA   2021 Full Stack Software Engineering Immersive

Dick Grove School of Music | Studio City, CA   Artists Associate

Yavapai College | Prescott, AZ   Associate of Arts