JON BRUNDAGE JR.

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SKILLS

Languages: TypeScript, Javascript, HTML, CSS, PHP, SQL
Front End: React/Next.js, Vue/NUXT, Svelte/SvelteKit, Angular
Back End: Node Express, Ruby on Rails, SanityIO, CraftCMS
Specialties: d3.js, THREE.js, AWS, Github, Netlify, Drupal, MaterialUI, Figma

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PROFESSIONAL EXPERIENCE

Software Engineer II, Schema Design
Oct. 2021—Current
- Use numerous technologies to create dynamic full stack applications that engage users
- Deploy and setup custom pipelines to accommodate client and technological concerns
- Collaborate with team members utilizing Github for effective version control
- Client-facing position with frequent client interaction

Freelance Director of Photography/Camera Operator
2009—Feb. 2021
- Created the visual style and filmed numerous television shows for various networks
- Organized and resourced crew members to achieve a production's goals

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EDUCATION

Flatiron School, Full Stack Software Engineering Program
New York, NY   March 2021—June 2021
Virginia Tech, BA in Communication with minor in Professional Writing
Blacksburg, VA   August 2004—May 2008

FEATURED PROJECTS

Our Block, TNTP
- Developed a robust React application with TypeScript, leveraging Redux Toolkit for efficient global state management.
- Implemented secure user management and authentication using Auth0.
- Deployed serverless backend solutions using Netlify Functions to handle interaction with Sanity IO.

Mythical Beasts, Atlantic Council
- Built in React with TypeScript, and integrated a Lambda function to parse Google Sheets data.
- Used d3.js to create a responsive knowledge graph.
- Employed Material UI with custom styles for accessibility and scaleable design implementation.

Schema Design Website
- Developed the frontend using NUXT3 with static site generation and optimized for SEO.
- Built a fully custom component library, avoiding reliance on external UI frameworks.
- Designed and implemented a Sanity backend with a tailored schema for streamlined content entry and management.