Connor Brabant

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React, Redux, Ruby, Ruby on Rails, JavaScript, HTML, CSS, SQL, MongoDB, Mongoose, Express.js, Node,js, Python, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, AWS, d3.js

PROJECTS

Ludicrous (React, Redux, Ruby on Rails, PostgreSQL)

live | github

Single page web app clone of the website Genius for jokes

- Implemented Rails' polymorphic associations for likes and comments to require the use of only one controller per feature, effectively eliminating repeating code
- Orchestrated a custom user authentication system through BCrypt, Rails' validations and React-Router to allow login persistence and route authorization
- Normalized Redux state to increase the efficiency of front-end storage by reducing amount of data necessary to achieve CRUD functionality of annotations by 50%

Deception (MongoDB, Express, React, Node)

live github

Online multiplayer implementation of the social deduction game Deception

- Collaborated with a team of three other software engineers where I worked on backend branches, pulling and pushing requests in order to merge with master branch and avoid merge conflicts
- Harnessed Socket.io library to update each player's screen when a player interacted with a DOM element, allowing multiple players to play simultaneously with one another
- Created custom express routes to fetch data from multiple MongoDB collections in order to reduce amount of database queries required

GOAT (JavaScript) live | github

Data visualization of Michael Jordan's career

- Leveraged D3.js library to create dynamic bar and line graphs, displaying Michael Jordan's performance over time and compare it to other players
- Employed CSS3 flexbox in tandem with D3's SVG components in order to initialize an interactive experience where users can easily access an ample amount of information
- Incorporated vanilla JavaScript methods and event handlers within HTML elements to directly manipulate the DOM in order to update graphs' data and axes based on user input

FXPFRIFNCF

Technical Instructor

App Academy Nov 2020 - Current

- Conduct office hours and daily pair programming sessions for code review to solidify students' understanding of JavaScript
- Host lectures six times a week to introduce prospective software engineers to computer science topics like HTML, CSS, Git, and Boolean Algebra
- Analyze student assessments to debug code and correct syntax, reflecting software engineering best practices and approaches
- Collaborate with Web Development Program Manager to enhance programming lectures to further student comprehension

FDUCATION

Web Development - App Academy

Jan 2020 - May 2020

1000+ hour web development program with 3% acceptance rate

BS in Biology - Binghamton University

Sept 2014 - June 2018

Relevant Coursework: Computer Science 101, Computer Science 110