

# BRET MERRITT

## FULL STACK DEVELOPER

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Software engineer driven by creativity and highly-focused problem-solving

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### SKILLS

Typescript | Javascript | React | React Redux | Vue | Vuex | Flutter | Dart | Firebase | HTML | CSS  
SASS/SCSS | Git | Github | Jest | React Testing Library | Vue Test Utils | Chai & Mocha | Chai Spies | JSX  
Node.js | Express | SQL | MySQL | GraphQL | Postgres | Salesforce | APEX | Visualforce | SOQL  
Travis CI (Continuous Integration) | Heroku Deployment | Fetch API | WebSockets | Socket.IO | Axios  
Google Maps API | CanvasJS | MomentJS | Unit Testing | Integration Testing  
OOP (Object Oriented Programming) | TDD (Test Driven Design) | UX/UI

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### EDUCATION

#### FRONT END DEVELOPMENT | [Turing School of Software & Design](#) • Denver, CO 2021

• 2500+ hours over a 9-month full-time program for front end development at the only ACCTE accredited coding boot camp in the US

#### BA IN GAME DESIGN | [Columbia College Chicago](#) • Chicago, IL 2016

• Worked as audio programming lead on the full development cycle for video games built in C# leveraging Unity3D and Unreal Engine

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### EXPERIENCE

#### FULL STACK DEVELOPER FELLOW | [What The Truk](#) 04/2020 - Present

- Managed and maintained the full stack for all 4 applications in prod
- Implemented new features and squashed pre-existing bugs in brown-field codebases
- Mentored by my team and grew exponentially as a developer operating on live applications

#### FRONT END DEVELOPER | [Turing School of Software and Design](#) 05/2020 - 01/2021

- Worked on numerous collaborative and solo projects
- Planned, developed, tested, and deployed web applications while utilizing new techs
- Built apps expeditiously to meet deadlines between 3-day to 2-week turnaround periods

#### BREWERY MANAGER | [Purpose Brewing & Cellars](#) 08/2018 - 05/2020

- Hired and trained 1-2 new employees every quarter
- Worked the bar, developed scheduling, managed bookkeeping, and updated inventory
- Creatively problem solved many unique scenarios involved in operating a small business
- Directed new safe business strategies amid the COVID pandemic

#### STUDIO MANAGER and GAME DESIGN TUTOR | [Columbia College Chicago](#) 01/2014 - 05/2016

- Architected and operated the recording studio on campus
- Worked as a tutor in the study lab where I helped students troubleshoot bugs in their games

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### PROJECTS

#### THE BONE YARD | [Deployed Link](#) • [Repo Link](#) 01/2021

- Collaborative project built in 2 weeks
- An accessibility focused dog-park app that gets local savable results and displays them on a map
- [Vue](#) | [Jest](#) | [Vue Test Utils](#) | [Google Maps API](#) | [Javascript](#) | [SASS/SCSS](#) | [Fetch API](#)

#### MY TIER ULTIMATE | [Deployed Link](#) • [Repo Link](#) 11/2020

- Collaborative project built in 2 weeks
- A personal tier-list organizer and character tracker for the video game Smash Bros Ultimate
- [Typescript](#) | [React](#) | [React Testing Library](#) | [Jest](#) | [TravisCI](#) | [Fetch API](#) | [SASS/SCSS](#)

#### CRATE | [Repo Link](#) 12/2020

- Solo project built in 4 days
- Updated a pre-existing open-source subscription app to include a style survey feature that allows the user take a survey that customizes their subscription based on their personal style
- [JS](#) | [React](#) | [Redux](#) | [Node.js](#) | [Express](#) | [Postgres](#) | [GraphQL](#) | [MySQL](#) | [Jest](#) | [Axios](#)

#### GENREFY | [Deployed Link](#) • [Repo Link](#) 10/2020

- Collaborative project built in 10 days
- A music playlist generator where users can create and save playlists based on random genre combos
- [Typescript](#) | [React](#) | [Router](#) | [Jest](#) | [React Testing Library](#) | [Fetch API](#) | [SASS/SCSS](#)

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### AWARDS

#### FIRST PLACE | [SXSW HACKATHON](#) 2016

- Planned, developed, and deployed in 24 hours with project partner Brian Newsom
- Awarded best creation for scalable web-based text-to-sound generator using Max/MSP and IBM Watson