

BRAXTON FREDERICK

SOFTWARE ENGINEER

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EDUCATION

Rochester Institute of Technology

Year: 2016

Major: Game Design and Development

Minor: Software Engineering

GPA: 3.74 / 4.0

SKILLS

Languages

Javascript, HTML, CSS, SASS
Elixir, PHP, C#

Frameworks

Node, Express, Phoenix
React, Vue, Backbone

Databases

MongoDB, Redis, SQL, Postgres

Tools and Tests

GIT, SVN, JIRA, Jest, Jasmine, Mocha

Methodologies

Agile, Scrum, Kanban

REFERENCE

References available upon request

WORK EXPERIENCE

Software Engineer Draftkings **Boston, MA**
Aug 2017 - Present

- Developed cross-site UI components
- Organized a new deployment model for JavaScript apps

Software Engineer Constant Contact **Boston, MA**
Dec 2016 - Aug 2017

- Incrementally improving the feature set of the drag-n-drop email editor
- Authored several internal tools to help ease the development experience

Software Engineer Intern Constant Contact **Boston, MA**
May 2016 - Sept 2016

- Worked closely with Senior devs on the drag-n-drop email editor
- Responsible for an automated visual diffing tool for internal use

Software Engineer Intern Pictometry Inc **Rochester, NY**
Jan 2015 - May 2016

- Implemented new features for a visual GIS app for denoting geographic features
- Used GIS data with PostGIS
- Extended an existing PHP API

FEATURED PROJECTS

DeIVR **Node, Javascript, WebGL**

Design a dungeon in a top down editor, then delve into it in full VR!

- Responsible for user storage, authentication, comments, and preview thumbnail creation
- Worked on generating 3D VR representations of the dungeons in a performant and mobile friendly way

Bloxeo **Mongo, Redis, WebSockets**

A real-time visual brainstorming app based on grouping post-it notes

- Designed and implemented real-time multi-user interactions
- Used a mix of MongoDB and Redis for temporary and persistent data storage
- Developed User authentication, validation, and real-time voting
- Helped to convert from Sails to the Express framework