

Braden Snell

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B.S. Computer Science, Brigham Young University (June 2017)

Top Skills

TypeScript

Primary development language for the past five years. Deep knowledge of tool gained not only through use but working on compiler source.

React

Avid user of React since 2016. Developed 4 complex applications from concept to completion using the library since then.

MobX

MobX advocate with solid foundation in underlying concepts resulting from publishing similar library (see fnx.js.org) directly before being introduced to MobX.

Experience

Frontend Developer · ArborMetrix · June 2017 - Present

Led migration from legacy code base to TypeScript/React/MobX. Championed introduction of Node to controller layer of application. Developed Node microservices to be deployed to Kubernetes clusters on AWS. Successfully communicated to business benefits of switching version control systems from svn to git.

Hybrid App Engineer · BYU Archaeology · August 2016 - June 2017

Developed hybrid Android/iOS mobile app named BYU Surveyor built on TypeScript and React. Tackled complex problems such as generating PDFs with JavaScript.

Growth Engineering Intern · Qualtrics · May 2016 - August 2016

Worked with cross-functional team of software engineers and marketers to create new sign-up process powered by React and Node. Full-stack developer role included technologies such as PostgreSQL, Docker, Vagrant, NodeJS, Webpack, and Babel.

Frontend Developer · BYUtv · June 2011 - May 2012 & May 2014 - May 2016

Key contributor on agile development team building in-house content management tools. Interfaced with and built RESTful C# APIs with Angular/TypeScript on the frontend.

Missionary · Church of Jesus Christ of Latter-day Saints · May 2012 - May 2014

Full-time volunteer missionary work in Nevada, Arizona, and California. Supervised and trained groups of up to twenty other missionaries. Learned to appreciate diversity and how to work effectively with individuals from a variety of backgrounds.

Frontend Developer · Above Training · June 2010 - March 2011

Boosted conversion rate with redesigned course purchase system based on (the now long dead) Adobe Flash and ActionScript 3.