

Brad Pearson

Software Engineer

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SKILLS & EXPERTISE

JavaScript + HTML5 + CSS3 + Node.js + Express.js + JQuery + AJAX + React + Mongoose + MongoDB + Python + Django + AWS S3 + Google Firebase + Adobe Creative Suite

TECHNICAL PROJECT EXPERIENCE

- Dog Randomizer App** [View App](#) December 2022
- Front-end application that allows users to tap through endless dog photos
 - Designed using HTML5, CSS3, JavaScript, using AJAX, draws data from the Dog API
 - Deployed via Github
- Cursed Items Database** [View App](#) February 2023
- Full-stack CRUD application that allows user to browse, edit, add and delete cursed objects from a database
 - Designed and built in Node.js, Express.js, CSS3, HTML5, MongoDB, and Mongoose
 - Deployed via Heroku
- Pet Purpose App** [View App](#) March 2023
- Full-stack app CRUD application that allows users to browse animals up for adoption in nearby shelters, save favorites to a personal list, and contact adoption agencies.
 - Designed and built in Node.js, Express.js, React.js, CSS3, HTML5, MongoDB, Mongoose and AXIOS, draws data from the Petfinder API
 - Deployed via Heroku and Netlify
- Canadians** [View App](#) April 2023
- Full CRUD app that allows users to catalog their favorite Canadian People, Cities and Snacks
 - Built in Python and Django, designed in Materialize.CSS, utilizes AWS S3
 - Deployed via Heroku
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PROFESSIONAL EXPERIENCE

- Creator/Producer/Host | Self Worst Podcast | Brooklyn, NY** August 2017-Present
- Successfully produced and published 145+ podcast episodes, overseeing the entire process from recording and editing to post-production, while also managing guest scheduling, segment writing, and research.
 - Developed and nurtured an inclusive online platform for fostering safe and vulnerable discussions surrounding mental health, encouraging open and honest dialogue to destigmatize personal and social struggles.
- Illustrator | Freelance | Brooklyn, NY** January 2008-Present
- Actively engaged in the creation, promotion, and dissemination of analog and digital artwork, showcasing a versatile range of artistic expressions in both commercial and personal contexts.
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EDUCATION

- Software Engineering Immersive** | General Assembly | Remote November 2022 – May 2023
- BFA Filmmaking** | Minneapolis College of Art and Design | Minneapolis, MN January 2005-January 2008