Brad Pearson

Software Engineer

Brooklyn, NY | 402-730-4033 | bradleypearson1984@gmail.com | LinkedIn | GitHub |

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 https://pages.git.generalassemb.ly/brad-pearson-forever/Project-1/ December 2022

- Allows user to tap through an endless array of dog photos
- Designed and built app that shows user endless random dog photos using HTML5, CSS3, JavaScript, AJAX
- Deployed via Github

Cursed Items Database https://cursed-items.herokuapp.com/items

- 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

- Allows user 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
- Deployed via Heroku and Netlify

PROFESSIONAL EXPERIENCE

Creator/Producer/Host | Self Worst Podcast | Brooklyn, NY

- Record, edit and post over 145 episodes, schedule guests, write and research segments, manage web hosting and social media, distributed on Apple Podcasts, Spotify, Google and many other podcast platforms
- Fostering an online community and resource for safe and vulnerable discussions about mental health, destigmatizing honesty about personal and social struggles

Illustrator | Freelance | Brooklyn, NY

January 2008-Present Create, post and promote analog and digital art, both commercially and personally

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

February 2023

August 2017-Present