

BRENDAN LEWIS

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SUMMARY

Web Developer with experience building dynamic user-focused applications utilizing languages and frameworks such as React, PostgreSQL, and Express. Skilled in responsive designs and integrating APIs. Seeking opportunities to expand and develop my professional career.

SKILLS

- HTML, CSS, JavaScript, C#, Python, Git, React, Redux, Node.JS, Express.JS, SQL
- Figma, Unity Engine, Unreal Engine, Adobe Suite, Microsoft Suite, Postman, PgAdmin

EDUCATION

Indiana University, Indianapolis Indiana August 2019 – July 2023

Bachelor of Science - Media Arts & Science

Graduate of the Luddy School of Informatics, Computing, and Engineering. Gained hands on experience in software development, digital design, and informatics.

PROJECTS

Breadbox: Full Stack Web Development January 2025

- Built a full stack web application where user can view game related reviews and news articles.
- Developed a relational database utilizing PgAdmin4 and PostgreSQL to effectively organize data.
- Created a back-end server with Express.JS and Postman to seamlessly deliver database information.

Reddit Mini: Front End Web Development August 2024 – September 2024

- Built a dynamic and responsive web app using React.js and Redux to showcase popular Reddit posts.
- Integrated the Reddit API to pull and display popular Subreddits and post for a seamless browsing experience.
- Designed with responsiveness, enabling fluid access across multiple devices.

Jammin: Front End Web Development June 2024 – July 2024

- Developed an interactive music search app using React.JS and allowing users to find songs and build custom playlist.
- Connected to the Spotify API for playlist creation directly within the web app.
- Prioritized a responsive design for a consistent experience across multiple devices.

Portfolio Website: Front End Web Development May 2024

- Crafted a professional portfolio website from scratch using HTML, CSS, and JavaScript to showcase developing skillset.
- Applied modern UI trends to create a visually engaging and user-friendly experience.
- Designed with responsiveness in mind to ensure an intuitive experience across multiple devices.

Gunblade: Game Development January 2023 – April 2023

- Designed challenging platforming levels that encourage player exploration and skill. Developed in Unity.
- Created and optimized game mechanics using C# scripting, driving engaging and smooth player gameplay.
- Developed core gameplay elements that balance simplicity with strategic challenges.