Joshua Branson

http://www.github.com/jbranso

(765) 409-6801
bransoj@hotmail.com
1116 Brown Street, Lafayette, IN 47904

EDUCATION

Purdue University, Bachelor of Arts, Philosophy   August 2010-December 2014

WORK EXPERIENCE

Web Developer   August 2016-present
Purdue University http://honors.purdue.edu/
Used WordPress to add a content management system to the existing site
Overhauled the web template system
Made the site more web compliant

Web Developer   August 2015-March 2016
Waypoint – setyourwaypoint.com
Developed the front-end HTML, CSS, and javascript code for several mobile responsive websites
Produced custom modules for use in a couple content management systems
Wrote several javascript scripts, using jQuery to improve the user's journey

Web Production Assistant   June 2014-August 2015
Purdue University -- soihub.org
Upgraded Website content to use the Twitter Bootstrap web framework
Built a template course search using MYSQL and PHP and Bootstrap
Created a math captcha to reduce spam accounts
soihub.org/about-us.php

SKILLS

GNU/Linux
Adapt and maintain Parabola GNU/Linux on my personal computer
Customized and programmed Emacs to suite my programming workflow
Scripted the awesome window manager to mimic a desktop environment

Programming
Built a macro nutrient dietary meal planner with PHP and MySQL
Created several mobile responsive websites with Twitter's Bootstrap
Used programming languages to solve several math problem on projecteuler.net

RELEVANT EXPERIENCE

Built a Bowling Application   October 2015-May 2016
Utilized AJAX to improve web app's responsiveness
Allowed users to register and confirm registration via email
Optimized a database to use multiple MySQL tables

Built a WordPress Site From Scratch   April 2016
Built several custom post types
Programmed custom WordPress queries
Learned and applied WordPress page layout hierarchies
http://matrixcares.org

Created a Demo HTML5 Virtual Piano   March 2015
Researched the pixi.js rendering library to build the game
Created callback functions to deal with user input
Used the HTML5 audio API to play musical sounds

Built a Demo HTML5 Web Game: High Star   March 2015
Used javascript and the phaser gaming engine to build a two-dimensional game
Devised the game logic to handle collisions, falling and re-spawning of objects
Created the players animation to illustrate his movement