

BRAXTON FREDERICK

SOFTWARE ENGINEER

 thatbraxguy

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 585.259.5247

EDUCATION

Rochester Institute of Technology

Year: 2016

Major: Game Design and Development

Minor: Software Engineering

GPA: 3.74 / 4.0

SKILLS

Languages

JavaScript, HTML, CSS, SASS

C#, Java, PHP, Elixir, Swift

Frameworks

React, Xamarin, Vue, Backbone

Express, NServiceKit, Phoenix

Databases

SQL, Postgres, MongoDB, Redis

Tools and Tests

Datadog, Newrelic

GIT, SVN, JIRA, Jest, Webdriver

Methodologies

Agile, Scrum, Kanban

REFERENCES

References available upon request

WORK EXPERIENCE

DRAFTKINGS

Boston, MA

Senior Software Engineer

May 2019 - Present

- Organize a frontend guild focused on tackling challenges shared by multiple teams
- Built a mobile SDK for securely taking payments

Software Engineer

Aug 2017 - May 2019

- Devised a consumption pattern for prerendered widgets and associated JavaScript
- Developed cross-site UI components
- Integrated third parties for payment processing

CONSTANT CONTACT

Boston, MA

Software Engineer

Dec 2016 - Aug 2017

- Contributed to the WYSIWYG drag and drop email editor
- Designed and implemented a rich text editor
- Introduced webpack to reduce build tooling

Software Engineer Intern

Dec 2016 - Aug 2017

- Authored several internal tools to help enhance the development experience
- Setup visual diff testing for emails across different editor versions

PICTOMETRY

Rochester, NY

Software Engineer Intern

Jan 2015 - May 2016

- Implemented new features for a visual GIS app for denoting geographic features
- Manipulated GIS data with PostGIS
- Extended an existing PHP backed API

FEATURED PROJECTS

DeIVR

Node, Mongo, WebGL

Design a dungeon in a top down editor, then delve in via virtual reality

- Responsible for user storage, authentication, comments, and preview thumbnail creation
- Worked on generating 3D VR representations of the dungeons in an efficient and mobile device friendly way

Bloxeo

Mongo, Redis, WebSockets

A real-time visual brainstorming app based on grouping post-it notes

- Designed and implemented real-time multi-user interactions
- Used a mix of Redis and MongoDB for temporary and persistent data storage
- Developed user authentication, validation, and real-time voting