Brianna Ondris | Full-Stack | DevOps | Cloud

briannaondris.com   862.268.0148   bbondris@gmail.com   github.com/briondris

SKILLS

Proficient in

- JavaScript   - AWS
- Node.js   Cloud Services
- TypeScript   - HTML5
- React.js   - C#
- Angular.js   - Docker
- Express.js   - CSS / SCSS

Familiar with

- Jenkins   - Kubernetes
- Terraform   - Azure
- SQL   - Python
- .NET   - Shell script

TECHNOLOGIES

- Unity   - Webpack
- DBeaver   - Heroku
- Visual   - Git
  Studio   - Postman
  Code   - Firebase
- Visual   - Google GA4
  Studio   - GitLab
- Apigee   CI/CD
- Jira   - Asana

ACCOLADES

- Co Authored : Feasibility of Delivering an Avatar-Facilitated Life Review Intervention for Patients with Cancer, Journal of Paliative Medicine, Mary Ann Liebert, Inc. 2020
- Presented at the 2020 Alumni Research Insulation at VCU Depot Annex Gallery.
- Authored : Filter: Understanding Conceptual Code From the Digital to Physical (ACM Journal Publication) by Association for Computing Machinery. 2017

EMPLOYMENT HISTORY

Full-Stack Immersive Technologist,   Brightline Interactive
Jan 2021 - July 2022

- Dev Lead on Kiosk app for United Center Teams. Had end to end ownership of deliveries to production, with AWS Cloud Services, FTPS functionality, Unity back-end, Heroku hosted Node.js server client utilizing socket io.
- Managed nginx reverse proxy application hosted on Heroku for client URL traffic and created CICD pipeline on GitLab for staging and production deployments.
- Dockerized Node.js app for cloud rendering and helped in transition to Kubernetes.
- Created URL shortener with AWS Route53, APIGateway, DynamoDB, and Lambda.

Full-Stack / AR VR Immersive Dev,   Booz Allen Hamilton
June 2020 - Dec 2020

- Engineer on Knowledge Management System, web-based app utilizing Docker, kubernetes, ML, and Elasticsearch within an Angular front-end, backed by Node.js.
- Worked to on normalization and deploying datamodels for PostgresSQL Database.
- Part of strategic team on migrating from Docker Swarm to Kubernetes.

Research Assistant / Unity Dev,   VCU I Voicing Han
Feb 2019 - Feb 2020

- Researched and developed a Unity interactive avatar application with Neuron PRO System, and integrated AI Cortana that allows in-hospital patients to partake in an interactive AR therapeutic storytelling.

Full-Stack Developer,   Markel Insurance
Oct 2018 - May 2019

- Wrote API specifications for Dev Portal and supported with Apigee and Postman. and worked with Apigee Edge to bundle deployments on Jenkins.

Full-Stack Developer,   Think of Us
Jan 2017 - Sept 2018

- Programmed back-end logic C# API calls to query data from SQL and 3rd party API from Box database and within asp.net Core MVC front-end using Angular 6.

EDUCATION

Virginia Commonwealth University   2013 - 2017
Bachelor of Arts (Kinetic Imaging) GPA - 3.8
Baccalaureate Certificate da Vinci Center: Department of Venture Creation

VOLUNTEER

SIGGRAPH Asia - 2020 Virtually South Korea, 2019 Australia, 2018 Japan.
SIGGRAPH North America- Student Volunteer, 2017 CA