

FLO BRIN

Sr. Full-Stack Developer

PERSONAL PROFILE

A developer with an extensive background in product development, iOS, front-end, back-end and data modeling. Passionate about innovative and interactive web and mobile based experiences that push the boundaries of UX. Always learning, always discovering and sharing tutorials online with other likeminded creatives and programmers.

Currently working with React, Node.js, PHP and Swift - Exploring IOT

ACHIEVEMENTS

- Interactive Media Award for AVATAR MOVIE : PANDORAMA PROJECT

CODING SKILLS

ReactJS, React Native, Node.js, Express
SWIFT, PHP / MySQL, Woocommerce,
Shopify, Python, Java

PROFICIENCY

GitHub, Firebase, Heroku, Website Hosting,
SEO basics, Watch OS, BLE Beacons, IOT,
Cryptocurrency, Sketch, InVision

GET IN TOUCH

Mobile: (949) 415-6294
Email: floriane.brin@gmail.com
Portfolio: <https://flo-bee.com/resume/>
Address: LA, California

WORK HISTORY

Senior Full-Stack Developer

O+O, 2014 - Present

- iOS, front-end and back-end development, Data Modeling
- Served as a lead developer for the GRETEL platform.
- Served as the lead developer for the Cherokee National History Museum, integrating ARKIT for Augmented Reality and image recognition.
- Served as lead developer / technical program manager for the Petersen Automotive Museum official iPhone mobile app with beacon bluetooth integration.
- Rebuilt the database model and front-end of online streaming service, Ownzones.
- Worked on "Pandorama," an interactive website using Augmented Reality for the release of the major feature film, Avatar.

Entrepreneur, Consultant

2012 - Present

- Currently developing custom Woo-commerce, Shopify and iOS app for major brands in collaboration with Natalie Ouruse, owner of the New York based design agency Studio Ouruse.
- Created an art installation for the Italian fashion week 2019. Made in HTML and Javascript the installation displayed particles moving depending on the tide value of multiple places around the world.
- Designed, developed and released the prototype App for Bandwidth, an iOS app using Hearth rate sensor and Spotify API in May 2019
- Designed, developed and released an iOS app called Booboo Learn and Play in March 2018.
- Designed, developed, and released the official iPhone app for major home and commercial renovation supplier, Imperial Tile in January 2014
- Designed, developed and released an iOS app called GIF IT! who made it to the top 100 best app of the day on the App Store.

ACADEMIC BACKGROUND

Engineering school IMAC, University of Paris-Est

Engineering degree, 2011

Engineering degree in Computer Science, major in Emerging Technologies

University of Technology, Berlin

Bachelor in Mathematics / Major in Computer Vision, 2008

- Part of the Erasmus European Program.
- Learned German and finish my degree.

INTERESTS

I am proficient in UX. I am very detailed oriented and a great problem solver. I execute with "Passion" and 100% persistence.
Fluent in French, English, some German, Spanish, and Portuguese.
Mother of 2. Love to cook, camp, travel, and practice pilates.