Ethan Brann

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Skills

Languages - TypeScript, JavaScript, HTML, CSS, Sass, PHP

Frontend - React, Vue, Three.js

Backend - Node.js, Express.js, Laravel

Tools/DevOps - Git, Webpack, Vite, Docker, Kubernetes, AWS, GCP, Github

Testing - Jest, Vitest, Cypress

Database - Postgres, Sqlite, DynamoDB

Experience

Freelance software development   *February 2024 - present*

- Worked closely with CEO of Poplar Studio to develop MVP for new product. Was given almost sole responsibility for technical design decisions.

- Designed and built system that defines a 3D scene (with animations) as data. Used this system to create app that can edit 3D scenes and render scene to video, all within the web browser.

- Built digital catalogue for new property development for VMI Studio. Focus on usability and an overall high end user experience. Completed work ahead of time to a high standard.

Modulous

ThreeJS Developer   *March 2023 - Dec 2023*

- Collaborated in the design and development of a suite of algorithms that generated building designs in adherence to current building rules and regulations.

- Worked closely with subject matter experts, such as architects, to understand the product requirements and ensure the product fulfilled its intended purpose.

- Contributed to the development of a generative rendering pipeline that rendered the output of the algorithm suite (React, three.js, react-three-fiber). In particular adding the ability to render textures on generated meshes.

- Lead development of elements of the user experience such as tools to manipulate a 3D scene. (React, three.js)

Poplar Studio

Full stack developer   *Aug 2020 - Feb 2023*

Junior developer   *Nov 2019 - Aug 2020*

- Collaborated effectively within a small cross-functional team consisting of a designer, product owner, ML engineer and fellow developers.

- Contributed to all layers of the tech stack taking on responsibilities such as implementing frontends (React, Vue.js), designing and implementing REST APIs (node.js, express.js), and provisioning infrastructure (AWS, GCP, Docker).

- Lead the R&D and subsequent implementation of a browser-based 3D model viewer (three.js), seamlessly integrating it into various company products.

- Developed and maintained a full stack AR template solution, taking ownership of frontend (Vue.js), backend (Express.js, Postgres), infrastructure (Docker, AWS CDK, ECS), and AR experience (Zappar UAR).

- Demonstrated expertise of 3D and AR ecosystem including different file format capabilities, file format conversion, 3D model processing, optimisation, rendering and utilisation of AR SDKs.

- Assisted in interviewing, selecting and onboarding new team members.

Education

Bath Spa University (2014 - 2018)

    2:1 BA (Hons) Creative Music technology

    - Included software development modules

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