Jerry Safter-Brown

Full-Stack Software Engineer

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Experience

Software Engineer @ Freelance
April 2021 – Present // Remote
- Leading front-end development (React) for an NFT collection website
- Building a custom Shopify Ecommerce storefront for NFT merchandise
- Founded and iterating on a rarity tool for an emerging NFT marketplace

Product Manager @ stickK
May 2017 – October 2020 // Brooklyn, NY – Remote
- Led the design and launch of a new product offering: a subscription service for small groups that scaled to 1,000+ users in the first 6 months
- Reduced monthly support inquiries by 35% by converting a static FAQ page into a dynamic Help Center using HTML and CSS

Senior Community Experience Specialist @ Meetup
September 2014 – May 2017 // New York, NY
- Specialized as a technical troubleshooter to document bug reports and negotiate ticket prioritization with product teams
- Engaged in over 27,000 interactions with Meetup users while maintaining a 91% satisfaction rating during my tenure

Projects

Deep Fungible Value
An NFT rarity analytics tool for collectors of GameStop's NFT marketplace
- Constructed the user interface in React.js with Bootstrap for styling, Redux for state management, and React Router for site routing
- Recruited a team of remote developers and designers, delegated operational tasks, and managed all administrative duties
- Collaborated on a custom attribute scoring and NFT rarity ranking system

NFT Drop Calendar
A crowdsourced calendar tool to track upcoming NFT collection release dates
- Leveraged the React.js framework to construct a modular front-end focused on platform efficiency and usability
- Utilized Redux to store global state, reducing the use of component props to improve code readability
- Developed a custom API with Ruby on Rails that enables external use of the calendar's user-generated data

Cadence Tunes
A playlist builder that matches song tempo with a target running cadence
- Created a Rails API that renders serialized JSON data for the front-end
- Built the UI in JavaScript using object-oriented programming methods
- Connected to the Spotify API to fetch genre and song recommendation data based on user-provided data

About

I'm a Software Engineer with experience collaborating cross-functionally to produce optimal user experiences. Working previously as a Product Manager, I have a track record of creative problem solving and translating user feedback into product improvements.

I'm excited to leverage my development and product skills to build software that makes a real difference in the world.

Skills

Programming Languages
JavaScript (ES6), HTML5, CSS3, Ruby, SQL

Libraries & Frameworks
React.js, Redux, Bootstrap, Node.js, Ruby on Rails, Sinatra

Tools & Platforms
JIRA, Git, Netlify, Heroku, Shopify, Zendesk, React Router

Design
Photoshop, Sketch, InVision

Education

Grinnell College
2010 – 2014 // Grinnell, IA
Bachelor of Arts in Economics

Flatiron School
October 2020 – April 2021 // Remote
Full-Stack Software Engineering, Immersive Bootcamp

Interests

Web3, Soccer, Swimming, Chess, Pickleball