(803) 667-1177
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Brandon Wingard

Software Engineer

GitHub: AegisSSC
LinkedIn: Brandon Wingard

Experienced Data Scientist and Full-Stack Software Developer with a demonstrated history of working in the Machine Learning Research and Deployment into a variety of industries. Skilled in Python, C/C++, and R with experience working in Agile and Waterfall based development teams. Strong research professional with a Bachelor of Science - BS focused in Computer Science from Clemson University and a Minor in Engineering.

Skills

Tools and Languages	Python, C/C++/C#, Rust, CUDA, R, Git, LaTeX, JavaScript, AWS Cloud
Quantitative Research	Mathematical optimization, Regression Modeling, Classification Modeling, MySQL, Hadoop Computer Vision Guidance Systems, Full-Stack Web Service Development,
Libraries and Services	Catkin, Solidworks, MySQL, MSSQL, Trello, Jira Service Management, PowerBI, Cisco VoIP, Microsoft Azure Tools, Microsoft DevOps, Docker, Kubernetes, AWS Cloud Services Scikit, Pandas, NumPy, Pandas, OpenCL, OpenGL, Quandl, BS4, D3, React, Actix-web, Tokio, ODBC, SQLX, Actix-web framework
Developer Environments	Windows 7/8/10/11, Ubuntu 16.04/18.02/20.04/(WSL), Palmetto Cluster (PBS), MacOS 10.12
Communication	English (native)

Technical Experience

Software Engineer — **May 2022 — Present**
FastFetch LLC — *Seneca, SC*

- Brought Industry-Standard practices to the Software Development Team
- Organized all current and future projects into a single planner
- Installed and maintained an active VPN service
- Developed, Installed and maintained active-use Testing Environment for Software Development Team
- Created a Full-Stack Web Service product of Company's existing software for customers to utilize.
- Spearheaded multi-level platform adoption for internal communication.
- Managed several active projects and saw an increase in 320% productivity for customer.
- Worked with clients to redesign supply chain systems to optimize ergonomics and workflows.
- Redesigned low level firmware to be compatible with newer hardware requirements.
- Developed new testing methodologies for troubleshooting problem hardware and software.
- Expanded on current statistics reporting software to provide insight into the daily performance of client customers.

Undergraduate Research and Software Developer — **February 2021 — May 2022**
Clemson University Department of Electrical Engineering — *Clemson, SC*

- Evaluate current image compression techniques for maximal loss-less compression.
- Optimize possible loss-y compression algorithms to maintain application use accuracy.
- Collaborate with client team to produce usable results.

Undergraduate Research Assistant - M.A.V Openpose Developer — **January 2020 — January 2021**
Clemson University Department of Mechanical Engineering — *Clemson, SC*

- Developed and trained Pose Estimation and Object Avoidance Algorithms for use on low-power Micro Aerial Vehicles.
- Developed Containerized Machine Learning solution for use in MAVROS ecosystem
- Presented as apart of a fully autonomous delivery solution for Last Mile Logistics during COVID-19 Pandemic

Education

Bachelors of Science in Computer Science, *Clemson University* — May 2022
Minor in Engineering — May 2022

Activities

IEEE Student Member	Spring 2022 - Present
Clemson Association of Computing Machinery, Chapter Member	Fall 2019 - Present
Clemson School of Computing Associate	Summer 2019 - Present
CUHackIT, Clemson University	Spring 2021
M.A.V Creative Inquiry COVID Showcase, Clemson University, Research Presenter	Summer 2020
South Carolina Governor's School for Science and Math, Student	Fall 2016-Spring 2018
Carolina Master Scholar, Aware Recipient	Summer 2017
Eagle Scouts of America, Member	December 2014 - Present