Brandon Walton

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EDUCATION

Louisiana State University | Baton Rouge, LA   *Expected Graduation: May 2025*
Bachelor of Science: *Computer Science - Software Engineering | **Minor**: Mathematics | **GPA**: 3.83*
Related Coursework: Advance Data Structures, Discrete Structures, Object Oriented Design, Cloud Fundamentals and Web Programming, Computer Organization and Design, Operating Systems, Partial Differential Equations, Probability Theory
Awards: *Presidential Alumni Scholar, Ogden Honors Student, LSU Deans List, LSU Black Scholar's award, 5th Degree Blackbelt*

SKILLS & TECHNICAL TOOLS

Programming Languages: Java, C#, C, JavaScript, Python, MATLAB, Dart
Frameworks/Technologies: HTML, CSS, Unity, NodeJS, Flutter, Bootstrap, Linux, JIRA, Confluence, Git, Enterprise Architecture
Certifications: Microsoft Word, Microsoft PowerPoint, Tiger-Rock Instructor Certification

WORK EXPERIENCE

Software Developer/Quality Assurance Intern   Sept 2023 – Present
We Greaux People   *Baton Rouge, LA*
- Developed and collaboratively worked on a web application created with Flutter that focuses on assisting educators with storing and managing student information.
- Regularly engaged with the product owner to discuss software requirements and priorities, facilitating a clear understanding of project objectives.
- Contributed to Quality Assurance by developing and designing the software testing process, conducting unit, widget, and integration tests. Maintained comprehensive documentation and utilized JIRA and Confluence for tracking and logging test results.

Certified Instructor/Staff Member   Feb 2019 – Aug 2023
Bailey's Tiger Rock Martial Arts (TRMA)   *Tuscaloosa, AL*
- Taught and led martial art lessons, based in Taekwondo, to students ranging from the age of 4-40+.
- Facilitate and Referee regional and national level TRMA tournaments, with competitors from various TRMA locations.
- Evaluate and judge students during their belt progression examination, where the student's belt range from white to

PROJECTS

QuantU | *JavaScript, HTML, CSS, Bootstrap, Git, Enterprise Architecture*
- Collaboratively developed a stock tracking and trading website for users who are unfamiliar with the stock market. Users were able to see predicted stocks and trade with an inbuilt fake currency in order to see their predicted gain or loss.
- Led the design and implementation of the front end, utilizing the Bootstrap framework to craft a visually appealing website, and JavaScript to create captivating custom animations.
- Incorporated Enterprise Architecture principles and concepts into UML diagram development, and incorporated Git for version control to manage different versions of project files and facilitate collaboration within the team.

Heart Transplant | *C#, Unity, Git*
- Collaboratively developed a Top-Down video game similar to, *The Binding of Isaac,* in C# utilizing the Unity Game Engine Framework in under 48 hours during Texas A&M's annual game jam, Chillennium.
- Implemented scripts for distinct enemy behaviors, including movement, attack patterns, player tracking, and spawn rates.

Andromegedan | *Java*
- Recreated the classic video game, *Space Invaders*, from scratch with new aspects such as a horizontal playing view, an ally system with independent behaviors, and multiple enemies with different behaviors.