

Brandon Poole

brandoncpoole@gmail.com

<https://github.com/Bcpoole>

(980) 253-4994

EDUCATION

The University of Alabama, Tuscaloosa, AL

Bachelor of Science in Computer Science

December 2016

GPA 3.794/4.0

SKILLS

Languages: C#, Java, Python, JavaScript (ECMAScript 6), CoffeeScript

Database Systems: MongoDB, CouchDB, SQL Server, MySQL, SQLite

Frameworks: WPF, Caliburn.Micro, Aurelia, AngularJS, NodeJS, Swing

WORK EXPERIENCE

42six Solutions, LLC

Software Engineer Intern (June-August 2015)

- Configured Hadoop cluster using Hortonwork's HDP for high-volume data input and processing
- Created and implemented mock authorization server
- Worked on weeklong hackaton for openFDA API, displaying our Agile Process & other guidelines

Johnson Outdoors Inc. // Marine Electronics Group

Process/Test Engineer Co-Op (Fall 2013, Summer 2014, Spring 2015)

- Created new applications and performed post development maintenance
- Managed and analyzed internal and external data sources using SQL & UI-driven applications
- Migrated existing spreadsheet and paper processes to user-friendly UI-driven applications

Association for Computing Machinery

Social Committee Chair: August – Current

INDEPENDENT PROJECTS

- Zenta – A Utility App for Pathfinder (JavaScript w/ Aurelia)
 - Displays visual representations of character stat input for tedious calculations
 - Displays organized, navigable views of character data from uploadable JSON files
- League Sentinel (C#)
 - Statistics, database, and news application for League of Legends
 - GitHub contributor to C# wrapper for Riot Game Inc.'s League API
- Magic the Gathering Game Counter (C#)
 - Manager for all existing (up to Core 2015 set) resource and counter possibilities
 - Deck manager supporting various game modes

SCHOLARSHIPS / HONORS / ACTIVITIES

Presidential Scholar & Engineering Leadership Scholarships

Japan-America Cultural Exchange Club Member and Core Volunteer: August 2012 – Current