BRANDON LYNCH

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I'm a recent college graduate (RCG) from the University of Washington, where I earned a Bachelor of Science in Computer Science with honors, and a minor in Informatics. I'm passionate about games, AI, and data science. I'm looking forward to starting my career as a software developer with a supportive development team where I can contribute meaningfully and continue learning.

PROJECTS

Chatterbug | *Java, Android Studio, JavaScript, Node.js, Heroku, Pushy, Postman, SQL* Mar 2022 - June 2022

- Developed a full-stack Android application for messaging and weather
- Implemented front end with Java and Android Studio, using Pushy to communicate with back end
- Implemented back end REST API webservice using Node.js and Express hosted on a Heroku server
- Used Agile/Scrum methodologies (Sprint Planning, Daily Scrum, Backlog Grooming, Code Review, etc.)
- Wrote automated instrumental tests using Espresso and JUnit, and webservice tests using Postman

MTG Card Generator | *Python, Tensorflow, Keras, NLP* Sep 2021 - June 2022

- Honors research project under the mentorship of two professors
- Data wrangling of JSON dataset of all MTG cards into format suitable for sequence machine learning
- Created and compared various Recurrent Neural Network designs and parameters
- Wrote and presented a thesis on the project's findings

Shepherd | *JavaScript, HTML/CSS* Jan 2022 - Mar 2022

- Developed a web game using a customized web-based game engine written in JavaScript
- Used Agile methodologies (Sprint Planning, Sprint Reflections, Stand-ups, etc.)

EDCUCATION

University of Washington Sep 2018 - June 2022

Bachelor of Science in Computer Science, Minor in Informatics Seattle, WA

Department Honors

SKILLS

Languages	*Java, Python, JavaScript, HTML/CSS, C#, C, R, Erlang, SQL (Postgres)*
Frameworks	*JUnit, Swing, AWT, Node.js, Express*
Developer Tools	*Git, GitHub, Visual Studio, VS Code, IntelliJ, Android Studio, Postman, Agile/Scrum*
Libraries	*Pandas, Numpy, Tensorflow, Keras, Espresso*