Brandon Lynch

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EDUCATION

University of Washington | *GPA: 3.7*   Tacoma, WA
Bachelor of Science in Computer Science and Systems, Minor in Informatics   *September 2018 – June 2022*

PROJECTS

ChatterBug | *Java, Android Studio, JavaScript, Node.js, Heroku, Pushy, Postman, SQL*   March 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*   June 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*   January 2022 – March 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.)

TECHNICAL 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