

Brandon Roberts

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Software Engineering Student looking for opportunities
<http://BrandonRoberts.me>

Passionate software engineering student with experience working with and learning multiple languages, frameworks, and platforms. Experienced in developing, testing and deploying commercial code as part of a team.

Education

Bachelor of Engineering, Software **McMaster University, Hamilton, ON** **Will Graduate April 2019**

Currently in year 3 of a 4-year Software Engineering Co-op program.

Highlights of Qualifications

Python, C, C#, C++, CSS, Git, HTML, Java, Javascript, OpenGL, Golang, MySQL, Bootstrap, Office, React, Unix, Spring, Microsoft Azure, Latex, Typescript

Professional Experience

Software Engineering Intern

Microsoft, Redmond

May 2018 - Current

Worked in a team with full time employees to design and develop a product.
Held design meetings to get feedback and finalise project specifications.
Tracked down and fixed minor bugs in existing products.

Consultant

VanWyn, Hamilton

July 2017 – September 2017

Created physics simulations and markups in **Unity** to help finalize a high-altitude aircraft's autonomous logic.
Worked alongside other teams of 5 to raise issues about and refine various aircraft systems.
Used **Microsoft Azure**, **mySQL** and **Spring Framework** to create authentication system for company website.
Created company website, featuring a **google maps**-powered simulation of aircraft coverage.

Lead front-end developer

ComDS & Silicon Halton, Hamilton

July 2016 – Sept2016

Implemented event planning portal using **bootstrap** and **ReactJS**.
Created API endpoints using **Springboot**, **neo4j databases** and **Java**.
Consulted with clients on multiple occasions to verify software requirements and reach goals.
Tracked issues and goals using **taiga.io**, and communicated progress with stakeholders.

Side Projects

Car Finding Machine – Spring 2017

Chocolate Conquest – Ongoing

A web-app that can be used to find cars at a user can afford, given a data set (100K+ nodes.)
Implemented using **Spring**, **Bootstrap**.
Lead-developer in a team of 5.

A game created with **Python** and **OpenGL**.
Leader of a team of 7 to create a commercial game.
Working alongside freelance artists, musicians, programmers and market experts.

More Side-Projects and information available from <http://BrandonRoberts.me>

Extracurricular Activities

Student Member, McMaster Engineering Society

Student Member, Professional Engineers Ontario

Member of a McMaster ICPC team, ranked 34th out of 200 teams Eastern Central America in 2016.

Member of winning team in the Microsoft Coding Challenge at McMaster, September 22, 2017

Member of the McMaster eSports club.

Member of the McMaster Geek Squad