

# Braeden J. Smith

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## EXPERIENCE

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**Paycom** – Irving, TX

June 2024 – Present

*Software Developer III*

- Complete development and maintenance tasks as a member of the Documents & Tasks team

**Marathon Petroleum Company** – San Antonio, TX

August 2022 – December 2022

*Applications Developer Intern for IT Finance Team*

- Awarded first place in a term-long hackathon for working with a team of interns to develop a new invoicing website using .NET Blazor, with solution currently in use today
- Developed a webpage to compile customer credit limit history and create a formatted Excel export
- Built an AutoSys job to automatically purge outdated tax files to avoid excess data retention
- Enhanced an internal cost reporting website with several bug fixes and feature improvements
- Partnered with subject matter experts and analysts to ensure complete understanding of user requirements at all stages of the project lifecycle

**Texas A&M University** – College Station, TX

March 2021 – May 2024

*Student Coordinator at Help Desk Central*

January 2022 – May 2024

- Lead curriculum development and coordinate training procedures for new technicians
- Supervise an average of 10 student technicians and serve as the first point of escalation for complex incidents
- Interface with full-time staff to ensure proper communication and enforcement of policy changes
- Continue to fulfill expectations of previous student technician role

*Student Technician at Help Desk Central*

March 2021 – January 2022

- Efficiently handle tier 1 calls in a fast-paced call center while providing excellent customer service
- Resolve or follow up on open tickets during low call volume periods

## EDUCATION

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**Texas A&M University** – College Station, TX

Graduation May 2024

Bachelor of Science in Computer Science

Cumulative GPA: 3.826

Minor in Engineering Project Management

### Relevant Coursework:

Software Engineering, Database Systems, Programming Studio, Computer & Network Security

Programming Languages, Design and Analysis of Algorithms, Artificial Intelligence

## PROJECTS

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**One Six Eight** – Personal Project (In Development)

*Website that combines calendars, to-do lists, and habits, into one integrated application*

- Leveraging SvelteKit (JavaScript, HTML/CSS) and Supabase (PostgreSQL) to build a reactive web application
- Explored the full SDLC by researching and comparing tools, writing a loose design document, drawing out wireframes, and emulating Agile as a solo developer
- Focused on designing and building a clean, modular, extensible, and reusable program architecture to maximize clarity, minimize bugs, improve performance, and ensure readability

**SNIPeMe** – Senior Capstone Project

*Social media application that assigns each user a friend whom they must secretly photograph by the end of the day*

- Developed a cross-platform mobile application using React Native and a NoSQL Firebase backend
- Took the role of scrum lead, facilitating weekly stand ups and maintaining an accurate backlog
- Built the photo-taking, posting, and post approval functionality, and supported teammates as necessary

## SKILLS

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**Languages:** JavaScript, C#, Java, C++, PHP, Python, Ruby, SQL, HTML/CSS

**Tools:** SvelteKit, React, .NET Blazor, Entity Framework, Unity Game Engine, Ruby on Rails, AutoSys, Agile, Linux CLI, Git, GitHub, Azure DevOps