

Branden Soropia

b.soropia@gmail.com

github.com/BrandenSoropia

Education

Bachelor of Computer Science, 4th year
University of Toronto, St. George Campus

Sept 2013 – Present

Relevant Courses: Software Design, Introduction to Databases, Data-Structures and Analysis, The Design of Interactive Computational Media Software Tools and System Programming, Introduction to the Theory of Computation, Computer Organization

Technical Skills

Proficient in: Javascript, Python, React, Redux, Enzyme, HTML, LESS, CSS, SQL, Ava

Experience with: Java, Express, Sequelize ORM, PostgreSQL, C#, Android, PHP, C, jQuery, Chart.js

Employment Experience

Developers' Foundation, Toronto

March – Present

Software Developer

- Collaborated with VP Technology in planning the software design of each clientele project.
- Designed and developed a charity event website using HTML, CSS, LESS, Bootstrap and Gulp.

Contract: Theater Managing App, Toronto

Oct – Nov 2016

Test Engineer

- Designed testing scenarios for usability testing in PHP using PHPUnit and Laravel.
- Analyzed results and submitted observations to the development team.

StockRender, Toronto

April – Sept 2016

Junior Web Developer

- Implemented multi-screen UI and data graphing using GoldenLayout, Chart.js, React and Redux.
- Wrote unit and integration tests using Ava, Enzyme and Sinon.
- Practiced Agile and Scrum in 2 week sprints with 5 other developers.

Side Projects

Personal Website

March - May 2017

My personal website for information about me, portfolio and contact. Uses HTML, LESS, CSS, JavaScript, and Gulp. Mobile-first designed.

Travellers Visual Novel

Feb 2017 - Present

Collaborative project developing an interactive story-telling game with the theme of time travel. Uses C# and Unity.

League of Legends Tournament Organizer

Oct 2016 – Feb 2017

A web app to host, manage and apply to public League of Legends tournaments.

Uses JavaScript, React, Redux, Express, Sequelize ORM, Material UI and Webpack.