

Branden Soropia

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github.com/BrandenSoropia

Education

Bachelor of Computer Science, 4rd 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
Software Developer

March – Present

- 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
Test Engineer

Oct – Nov 2016

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

StockRender, Toronto
Junior Web Developer

April – Sept 2016

- 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

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.

Interests

- I often read comics, travel blogs, tech blogs and recipes.
- I play guitar and bass, with my favourite genres to play being rock and indie.