Brandon Sharp

Sr. Software Engineer

About Me

Experience

11 Years of professional programming experience.

Skills

- Java, Kotlin, Netty
- C#, .Net, WinForms, WPF
- C++, RTOS, IPC
- MySQL, Entity Framework, GraphQL
- Typescript, React, CSS3, PHP, Bootstrap
- React, Lua, Python
- Raw Binary, Networking
- Mathematics, Problem Solving

Education

Oakland University

Bachelor's of Computer Science

Oakland Community College

Associate's of Software Engineering

Contact

Email:
sharpbrandon349@gmail.com

Phone:
586 - 883 - 1145

Portfolio:
https://brando-s.github.io

Professional Experience

General Inspection

Independent Software Consultant	2023 - Current
Software Technical Lead	(2022-2023)
Sr. Software Engineer	(2021-2022)

C# | .Net | C++ | RTOS | Embedded Systems | Entity Framework | WinForms | WPF

GI is primarily an engineering & automation company doing work for DOD and others.

- Wrote Real-Time machine logic modules to facilitate machine automation in C++.
- Wrote complex and efficient inspection algorithms for processing sensor data in C# with .Net.
- Designed and implemented easy to use GUI elements.
- Handled project and timeline management to hit deadlines team wide.
- Managed outside consultants and contractors to meet project deliverables.
- Commonly sought out and interviewed new team talent.
- Performed Code Reviews to maintain contributor quality.
- Often mentored engineers on best practices to drive team career growth.

Notable Projects:

- Custom IPC protocol & implementation
  - Allowed networked nodes and processes to communicate fast and efficiently.
  - Two implementations written separately, one in C++ and one in C#.
  - Streamlined code reliability and development time when creating new logic modules organization wide.
- In-house Bucket Elevator
  - Machine logic written in C++ with Real-Time Coroutines.
  - HMI (GUI) written in C# with .Net.
  - Saved the company ~$250,000 / year.
  - Spearheaded project collaborating with multiple teams to plan and implement.
- System Wide Machine Fault Logic Module
  - Researched, documented, and migrated over 500 legacy faults.
  - Refactored hundreds of legacy code files to support the new fault logic.
  - Most logic written in C# with .Net
  - Estimated a savings of 500 hours per year to our field Service Technician Team.

Luna Pets

Founder & Lead Engineer   2023 - Current

Typescript | React | Roblox-Ts | Flamework | Coroutines

An indie Roblox game focusing on Roleplay and Pets (unpublished)

- Written in Typescript using Roblox-Ts and Flamework from scratch
- Design extremely intuitive & engaging gameplay mechanics
- Implements highly efficient game features in Typescript.
- Responsible for managing multiple team members in all areas of the game development life cycle including engineers & artists.
- Designed and implemented aesthetic GUIs using React & React-Spring focusing on UX.

Lunaris Entertainment

Founder & CEO | Lead Engineer   2018 - 2021

Java | Kotlin | SQL | Game Design | Event Architecture | Yourkit

An indie game studio publishing a single multiplayer game Lunaris.

- Built this company from the ground up starting with myself and growing to 6 total employees.
- Peaked at 165 Concurrent Users with over 25,000 registered accounts.
- Wrote the entire multiplayer networking stack from scratch using Netty 4, capable of supporting over 400 concurrent users connected to a single multiplayer server.
- Responsible for managing all business operations and employees.
- Designed UX oriented GUIs.

Dungeon Realms

Lead Gameplay Engineer | Community Manager   2017 - 2018

Java | MongoDB | Game Design | Event Architecture | Yourkit

A Massively Multiplayer RPG game made with the Minecraft Engine

- Trained internal staff members on Administrative processes, work instructions, and procedures to facilitate consistent and seamless company operations.
- Effectively handled the communications between in-house software team and consumers.
- Commonly identified issues with gaming code and implemented debugging methods to ensure all errors were alleviated.
- Provided technical and operational support for the entire organization.
- Coordinated with programming, production, art, and design teammates to create innovative and quality game content.
- Accomplished project objectives in technical design areas to facilitate smooth customer focused gameplay.

Additional Experience

Gaard Tech

Gaard Tech is an electronics company dedicated to inventing products to aid the visually and audibly impaired when navigating the world.

I am the Vice President of Engineering at Gaard Tech. It is my responsibility to lead and oversee all engineering performed by the company, consultants, and outside firms.