BRANDON HARRIS

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SKILLS

Programming Languages: C#, Visual Basic, Java, HTML, CSS, JavaScript

Tools: ASP. NET, React, Node, Jira, Confluence, Git, Unit Testing, Linux

Databases: Microsoft SQL, MariaDB



WORK HISTORY

<u>Software Developer, Norseman Structures</u>

June 2021 - April 2022

- Refined and maintain enterprise software applications using C#, Visual Basic, and SQL.
- Correlated branding changes for web applications and business application using HTML, CSS and React.
- Developed a data connector between databases and applications to expedite ledger transactions records to increase productivity of sales department.
- Updated ERP software with VB.NET to meet company standards and increase software effectiveness for various departments.



SOFTWARE PROJECTS

Pet Adoption Website

- Produced a simple pet adoption website using the PetFinder API to find adoptable animals in the users area.
- Designed a clean user interface with HTML, CSS, JavaScript and Bootstrap that allows the user to select specific characteristics about the animal they would like to adopt.
- Accessed PetFinder API with JQuery and Ajax to obtain JSON data and produce animals cards to be displayed to the user with JavaScript.

Video Game with C# and Unity

- Designed and developed a 2D video game with the Unity game engine and assets with C#.
- Refined Unity's raycast system for more efficient physics and collision detection between game assets.
- Constructed AI targeting and follow mechanics to allow game assets to more effectively interact with the player.

E-Library with Java

- Utilized user interface design practices to provide a clean and easy access to the electronic library.
- Provided a login page for users and admins to check status of books they have/are in the library, costs, and overdue notices.
- Implemented a search function to reduce time and complexity of finding books in the library.



ACADEMIC HISTORY