BRANDON GOTTSHALL

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SOFTWARE ENGINEER

PROFILE

A highly adaptable, motivated Software Engineer with a skill set acquired through the Marine Corps that allows me to take root in uncomfortable and difficult situations, and extract success where others have accepted failure. Extremely passionate about the tech industry, and always ready to embrace failure, growth, and to demand success.

SKILLS

- HTMI
- CSS
- JavaScript
- React
- Ruby
- Ruby on Rails
- Express
- SQL
- PostgreSQL
- Sequelize
- Team-Player
- Receptive to Mentorship
- Professional Demeanor
- Experienced in Customer Service
- Aptitude for Learning

PROJECTS

Crime-NY

- A visual experience demonstrating the chronological fingerprint of NYC crime.
- Utilizes React-Map-Gl MapBox library for react & Data from NYC openData

EXPERIENCE

General Assembly (2019 - present)

SOFTWARE ENGINEERING FELLOW

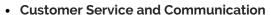
 Full-time fellow in the Software Engineering Immersive program that includes over 400 hours of professional training over 12 weeks.



Assistant Maintenance Chief / Engineer Electrical Systems Technician Corporal, 2015-2019

UNITED STATES MARINE

- Dependability
 - Maintained over \$7,000,000 worth of equipment



 Regularly coordinated complex logistics requiring communication through multiple parties.



EDUCATION

GENERAL ASSEMBLY

Certificate of Completion

BS COMPUTER SCIENCE

American Intercontinental University (2018 - 2019)

90 Credits