

Brandon Soledad

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Portfolio: brandon-soledad.github.io/brandonportfolio

Summary

Recent University of Washington graduate with Software Developer internship experience. Ready to demonstrate my problem-solving skills and develop efficient and user-friendly software with a background working with Java and Python. Accustomed to high stress environments and working with teams.

Education

University of Washington-Tacoma

2019-2021

Bachelor of Science in Computer Science

Highline College

2015-2018

Associates in Computer Science

Coding Projects

Ninja's vs Zombies | JavaScript, HTML, CSS, VS Code, Git, Github | larryj6029.github.io/GameDev

- Worked with a team to develop a web game using JavaScript. I worked on the game engine, Ninja movement and game music.

Cryptographic App | Java | github.com/Brandon-Soledad/CryptographicApp

- Built a cryptography app that will create hashes for data files and input text using KMACXOF-256.
- The app will also encrypt and decrypt files using the SHA-3 algorithm with Elliptic Curve Cryptography and Symmetric Cryptography approaches.

Pentago A.I | Python, Artificial Intelligence | github.com/Brandon-Soledad/A.I-Pentago

- Built an Artificial Intelligence bot using Java to correctly calculate possible moves based on the Pentago board position using two algorithms. AlphaBetaPruning and Minimax algorithm to maximize the minimum gain in a worst case scenario.

Weather Sensor Suite | Java, GUI, Git, Github | github.com/Brandon-Soledad/Sensor-Suite

- Worked with a team and my role was to create an imitation sensor suite that collects wind, rain, UV solar radiation, and evapotranspiration data.
- The sensor software was created based on the real sensor suite specifications of the Vantage Pro 2 wireless sensor suite created by Davis Instruments.

Skills

Languages

- Java, Python, JavaScript, HTML, CSS

Software

- PostgreSQL, MySQL, VS Code, Git, Linux

Employment History

University of Washington/PWFSL - Internship | Software Developer

July 2020-January 2021

- Worked as a Software Developer for the USFS AirFire team on the back end of the BlueSky daily viewer tool to improve efficiency and load times of the Websky maps that displayed wildfires and smoke plums around the United States. Developed with Python.
- Worked on the Database of the smoke-COVID tool to update views and tables on the website and data regarding COVID infection rates and mortality rates using PostgreSQL.