Brandon W Slaght

440-867-8880 • bslaght@u.rochester.edu • brandonslaght.me • github.com/BrandonSlaght

COMPUTER SCIENCE QUALIFICATIONS

- Fluent in Java, C and C++ comfortable working with these in a production environment.
- Familiar with Assembly and related low-level hardware concepts.
- Comfortable in PHP, MySQL, ASP.NET MVC, and server-side scripting concepts.
- Very experienced in HTML5, CSS3, and JavaScript, and other related web technologies.
- Experience with creating Android applications from the ground up.
- Familiar with plenty of other production level software – Blender, Photoshop, Premier Pro.
- Thorough knowledge of computer hardware.

EDUCATION, HONORS AND AWARDS

UNIVERSITY OF ROCHESTER   ROCHESTER, NY
Bachelor of Science in Computer Science   **August 2013-Anticipated May 2017**
- Xerox Scholarship Recipient, awarded for Academic Achievement in Technology
- GPA: 3.1/4.0
- Dean's List in 2015

ADDITIONAL WORK EXPERIENCE

PROGRESSIVE INSURANCE   CLEVELAND, OH
Apps Software Engineer - Intern   **June 2015 – August 2015**
- Worked two projects – one, to bring new features to their most important breadwinner website, and another to migrate and redesign pages of the same site from Web Forms to MVC.

SHERWIN-WILLIAMS   CLEVELAND, OH
Information Services - Intern   **July 2015 – August 2015**
- Redesigned three internal-facing websites, including the main landing page, using Bootstrap and migrated them from ASP Classic to ASP.NET.

UNIVERSITY OF ROCHESTER   ROCHESTER, NY
Information Technology Services   **September 2014 – Present**
- Work at help desk to assist customers with using software, operating the 3D printers, and make hardware repairs.
- Member of the team in charge of creating a website for our creative library space.

Engineers Without Borders   **August 2014 – Present**
- Active member on a growing team, with a project in progress to bring sustainable, clean drinking water to a public school in rural Dominican Republic.

MARADYNE CORPORATION   CLEVELAND, OH
Project Designer - Intern   **November 2014 – January 2015**
- Created 3d models of products in Blender and created videos demonstrating their use for use on the new company website.