

# Brenden Hancock

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## Experience

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**Software Engineer**, Remote August 2023 – Current

- Developed full-stack applications, focusing on enhancing problem-solving and coding best practices.
- Created 2D game projects using the Godot Engine, incorporating GDScript, pixel art, and level design.
- Used Git for version control, simulating Agile workflows and professional development environments.

**Heavy Equipment Operator**, Marrs Construction Inc. – Phoenix, Arizona April 2023 – Current

- Specialized in grading for building foundations, roads, and sidewalks to ensure proper drainage and stability.
- Maintained high safety and quality standards while working on complex, high-density residential sites.

**Sales Associate**, Vans – Castle Rock, CO February 2023 – April 2023

- Assisted in sales and inventory tasks, contributing to overall store success.

**Heavy Equipment Operator**, Rhino Contracting, LLC – Phoenix, Arizona July 2019 – October 2022

- Handled demolition and excavation projects, focusing on safe and effective operation of heavy machinery.
- Worked on-site clearing and preparing for new developments, ensuring smooth project progress through expert use of heavy machinery.

## Projects

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**Wicked Waddle** [github.com/WickedWaddle](https://github.com/WickedWaddle)

- Developed a 2D platformer where players navigate continuous movement mechanics, collect baby penguins, and overcome obstacles to reach the goal.
- Designed engaging and dynamic levels that challenge players' timing and coordination, with smooth and responsive controls.
- Tools Used: Godot Engine (GDScript), 2D Pixel Art, Sound Effects Design, UI Design.

**AcuityQuick** [github.com/AcuityQuick](https://github.com/AcuityQuick)

- Developed an Android application that sorts hospital rooms based on patient medical acuity levels.
- Integrated the Room database for efficient data management, allows for quick retrieval patient data.
- Tools Used: Android Studio, Java, Room Database, Material Design.

## Technologies

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**Languages:** JavaScript, Java, Python, Kotlin, HTML, CSS, SQL, GDScript

**Frameworks/Tools:** Git, MySQL Workbench, SQLite, Android Studio, VS Code, Room Database, Godot Engine, Spring Boot, Docker

**Certifications:** CompTIA Project+, Axelos ITIL Foundation Certification

## Education

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**Western Governors University**, BS in Software Engineering August 2023 – March 2024

- **Coursework Highlights:** Full Stack Development, Data Structures and Algorithms, Project Management, Version Control, Android Development

**Arapahoe Community College** January 2023 – May 2023

- **Coursework Highlights:** Networking, Cybersecurity, Cloud Computing, Python

**Rio Salado College** January 2021 – May 2022

- **Coursework Highlights:** Networking, Computer Science, Linux