

# Brenden Hancock

brendenh2314@gmail.com | (623)-696-1403 | brendensportfolio.netlify.app

www.linkedin.com/in/brenden-hancock-1a3298261 | https://github.com/Brendenh2314

## Experience

---

**Data Analyst**, Analyst Builder Bootcamp June 2024 – Current

- Developed SQL queries to extract and analyze key business data.
- Designed Tableau dashboards to visualize trends and performance metrics.
- Cleaned, structured, and analyzed data in Excel to support reporting and decision-making.

**Software Engineer**, Independent 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.

**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.

## Projects

---

**Emergency Room Dashboard** Emergency Room Dashboard

- Built an interactive Tableau dashboard to visualize emergency room visit trends and patterns.
- Analyzed patient data to identify peak visit times and common reasons for admission.
- Tools Used: Tableau, Excel.

**Moodle** github.com/moodle

- Developed a full-stack mood tracking web application for users to log and visualize their emotional patterns.
- Integrated Firebase for user authentication and Firestore for real-time mood tracking.
- Tools Used: Next.js 14, Firebase, TailwindCSS.

**Wicked Waddle** 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, UI Design.

## Technologies

---

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

**Frameworks/Tools:** MySQL, Excel, Tableau, Next.js, Firebase, TailwindCSS, Git, SQLite, Android Studio, VS Code, Room Database, Godot Engine, Spring Boot, Docker

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

## Education

---

**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