

# Brittany Mueller

COMPUTER SCIENCE CO-OP GRADUATE · BACKEND SOFTWARE DEVELOPER

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## Technical Skills

<b>Languages</b>	Java, JavaScript, Python, C#, C, PHP, Golang, HTML/CSS, Android XML, bash, VBA
<b>Frameworks</b>	React, React Native, Robot Framework, Selenium WebDriver, Firebase, gRPC
<b>Databases &amp; Cloud</b>	PostgreSQL, MySQL, Supabase, DynamoDB, GCP, AWS
<b>Tools &amp; Platforms</b>	Git, Docker, Kubernetes, Jenkins, Linux, Postman, REST APIs, Jira, Figma, Unity

## Work Experience

### Software Developer Co-op | Tulip Retail

Jan. 2022 - Aug. 2022

- Contributed to key POS features including orders, discounts, tax exemptions, receipt generation, and refunds
- Implemented new features and endpoints using **PHP**, **Golang**, and **MySQL** across multiple internal and client-facing APIs
- Implemented localization support for discount reasons, enabling clients to manage discount types at both the store and country levels
- Participated in feature design, implementation decisions, code reviews, and sprint demos to showcase completed features

### Junior Developer & System Analyst Co-op | The Co-operators

May 2020 - Dec. 2020

- Developed test automation suites with **Robot Framework** and **Selenium** to support regression testing of Sales Performance Management platform, including test coverage for daily health check, validation of complex workflows, and commissions dashboard calculations
- Deployed daily health check suite in UAT and production, removing the need for manual QA health checks, facilitating early issue detection and reducing downtime for sales team
- Scheduled test suite deployment using **Jenkins** pipelines, implementing custom **Groovy** email templates to notify support of failures
- Developed macro-enabled Excel templates with **VBA** to automate file validation, reducing manual QA testing efforts from hours to seconds

### Data Analyst Intern | PaveAI

Sept. 2015 - Jan. 2017

- Analyzed Google Analytics data for client reports, providing actionable insights on user engagement
- Maintained client accounts by identifying and mitigating referral spam, improving the reliability and accuracy of analytics reports
- Implemented conversion tracking with Google Tag Manager for key conversion points on client websites

## Projects

### PlantTracker 📱 | Android, Java, gRPC, PostgreSQL, Firebase, Docker

Dec. 2023 - Present

- Android** app to track the moisture, light, and humidity levels of houseplants and configure push notifications
- Used **Firebase Messenger** to send push notifications when configured moisture and humidity levels are reached
- Used **Firebase Storage** to host plant images and **Glide** for fetching and caching to reduce load times by up to 2s
- Developed a multi-threaded **gRPC Java** server to manage communication between the app, database, and Raspberry Pi sensor devices
- Implemented a **PostgreSQL** database to store plant information and time series sensor data
- Actively used to track and maintain collection of 15+ house plants with varying light and moisture needs

### Beeverse 📱 | C#, Unity, Blender

April 2023

- Developed a 3D Unity survival, city-building game where you design and control a bee colony
- Used **inheritance** to design scalable base classes, ensuring maintainability and easier addition of new Bee and Structure types
- Implemented state machines using **polymorphism** to manage bee behaviour, transitioning between states based on bee status and tasks
- Designed and created custom 3D model game assets in **Blender**

## Education

### Bachelor of Computing Honours, Computer Science Co-op | University of Guelph

2019 - 2024

- Graduated with 4.0 GPA (89.5%)

## Extracurricular Activity

### Web Development Lead | GryphHacks

July 2021 - June 2022

- Lead developer on a team of 10+ members, led design and development of a **React** website for UoG's first official hackathon
- Managed feature requirements, progress, and deadlines using a Jira kanban board