Bryson W. LeBlanc

bwl0016@auburn.edu | https://github.com/Bryson-LeBlanc https://www.linkedin.com/in/b-w-l/ | 404-797-1969

Seeking to expand my skills and experience in programming, databases, and networks. I am eager to utilize my strong academic and industry background, as well as my exceptional problem-solving abilities to contribute to real-world problems and projects.

EDUCATION

Auburn University

Auburn, AL Expected May 2026

Bachelor Engineering in Software Engineering

Cumulative GPA: 3.85/4.00

Dean's List Recipient

True Blue Scholarship Recipient

Douglas L. McCrary Endowed Scholarship Recipient

EXPERIENCE

RoadSync – Software Engineering Intern – Atlanta, GA May 2023 - August 2023, May 2025 – August 2025

- Designed, built, and tested a monitoring dashboard with DataDog, resulting in 24/7 information on cron jobs across the entire codebase and removing an expensive AWS CloudWatch subscription.
- Wrote python script to automate 1000+ query SQL statements resulting in an increase of the verified customer database.
- Built OAuth 2.0 OIDC authentication for internal web app previously using AWS Amplitude.

Auburn Campus Web Solutions – Full Stack Software Engineer – Auburn, AL May 2024 – Present (Seasonal)

- Work in a team of developers to design and maintain 90+ MVC applications using ASP.NET.
- Design, build, and query large SQL databases directly as well as with 'LINQ' SQL statements.
- Daily code reviews of other developer's pull requests in GitHub across 390 repositories.
- Leverage peer programming tools (GitHub copilot) to increase my code quality and throughput.

SKILLS

- Programming Languages: Java, Python, SQL, C++, HTML, CSS, JavaScript, ¡Query, C#, Golang
- Tools and Environments: Jira, VSCode, Git, Copilot, DataDog, Insomnia API, SSMS, Flutter, Docker

LEADERSHIP AND SERVICE

- NorthStar Church Worship Band Drummer: April 2017 May 2022 (400+ hours)
- NCHS Men's Lacrosse Varsity Team Captain: January 2022 May 2022
- Boy Scouts of America Troop 002 Eagle Scout: Awarded August 2022