CAMERON BRANDT

Software Developer

PERSONAL PROFILE

Effective- Tackles problems very effectively
Adaptive- great at assimilating into new environments
Cooperative- can coordinate with new people very well
Innovative- brings many new solutions to the table

SKILLS ACCUMULATED

- Web development
- Mobile Development
- Ionic Framework
- Unity Game Engine
- Blender
- Web Scraping

LANGUAGES

- SQL- Intermediate
- Python-Intermediate
- C#-intermediate
- Java-beginner
- C++-beginner
- Javascript-Intermediate
- HTML-beginner
- CSS-beginner

CONTACT ME!

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WORK EXPERIENCE

DEVELOPMENT INTERN

Healthcare Bluebook, summer of 2018

- data cleaning with SQL, bug fixes, Windows service developed for file tranfer

TEAM MEMBER

Hogwood, Summer of 2019 to current

- served, cut meat, food preparation, bug fixes on website

ACADEMIC BACKGROUND

TENNESSEE TECHNOLOGICAL UNIVERSITY

Currently Pursuing Bachelors in Computer science

- Dean's list fall of 2018
- Data science club
- Esports Overwatch player

BRENTWOOD HIGH SCHOOL

Completed Secondary Education, 2014-2018

- Cyber Patriot Team 2015-2018
- Baseball team 2014-2018
- Most Outstanding Career and Technical Student award 2018

PROJECTS & SKILLS APPLIED

SPEECH TO DRAW

using speech recognition to draw and manipulate primitive objects

Skills Used:
Windows speech recognition
Unity game engine

PROJECT PLANNER

helps plan projects, create levels of tasks within those projects, and tracking progress

Skills Used:
Ionic framework
AngularJs

DISCORD SCORING BOT

A bot that uses commands to score points

Skills Used:
Replit server and their database
Python

OPTICAL CHARACTER READER TO SPEECH

takes in a picture and uses tesseractjs to convert it to speech

Skills Used:
Ionic framework
AngularJs

CURRENT-AMMO SCRAPER

scraps specific websites for ammo prices and attempts to predict price over time

Skills Used:
Scrapy in python
Tkinter GUI
machine learning