

BRANDON STORM OTIS

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For the past 9 years, I've had the opportunity to be part of the Software Quality Assurance and Security field where I've identified potential security risks and guided strategic opportunities for many businesses in different industries. Continuous client and team education, on the value of digital security and quality assurance, has been my main focus as I constantly strive to maintain and improve upon the DevOps standards in my work.

RELEVANT EXPERIENCE

Total Expert – Eden Prairie, MN, May 2017-Current

- Security Engineer
- Technical Lead of Quality Assurance and Security

Responsibilities:

- Creating and structuring Quality Assurance department standards and procedures
- Managing Quality Assurance team
- Creating Quality Assurance skills and performance metrics
- Creating Quality Assurance annual goals
- Maintaining Development's flow of work
- Plan and Integrate security best practices
- Perform security assessment testing on web applications
- Implement security into CI infrastructure
- Develop security automation
- Define security best practices
- Triage security vulnerabilities and recommend mitigations
- JIRA workflow development for entire company
- JIRA Administration

The Nerdery – Bloomington, MN, March 2013-May 2017

- Security Analyst, July 2015 – Current
- Senior Quality Assurance Engineer, May 2015 – July 2015
- Quality Assurance Engineer, March 2013 – May 2015

Responsibilities:

- Develop and deploy new security processes
- Interpret and create vulnerability reports and provide recommendations to clients
- Triage security vulnerabilities and recommend mitigation suggestions based on knowledge of web applications
- Perform security assessment testing on web and native mobile applications
- Work directly with development and UX teams to provide guidance for identified security weaknesses
- Lead team of Quality Assurance Engineers through various projects and requirements

Activision Minneapolis Publishing – Eden Prairie, MN, June 2010-March 2013

- Quality Assurance Senior Functional Tester

Responsibilities:

- Created alpha, beta, and release test plans for AA and AAA video game titles.
- Led team of Quality Assurance Engineers through various projects and requirements
- Worked directly with development to provide guidance for identified security weaknesses
- Researched and created new testing procedures for the team

CERTIFICATIONS

- GIAC Web Application Penetration Testing Certification (GWAPT)
- Health Insurance Portability and Accountability Act Certification (HIPPA)
- CompTIA A+ Certification
- CompTIA Linux+ Certification

TECHNICAL PROFICIENCIES

Environment Experience:

- | | | |
|------------------|-------------------------|-------------------|
| • MacOS | • Native mobile iOS | • Linux |
| • Windows 7/8/10 | • Native mobile Android | • Response Mobile |

Programming Languages:

- Python

Applications:

- | | | |
|---------------------------|-------------|------------|
| • Burp Suite Professional | • Dnsrecon | • Vim |
| • ZAP | • Nikto | • SQLmap |
| • Charles | • Dirbuster | • Sslscan |
| • WireShark | • PyCharm | • Skipfish |
| • Metasploit | • Siege | |