

# BRANDON STORM OTIS

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<https://chromaticflint.github.io/>

## RELEVANT EXPERIENCE

### Capillary – Minneapolis, MN, February 2022 - Current

- Software Engineer - Backend (Java & Groovy)

#### *Responsibilities:*

- Developed backend functionality leveraging Spring Boot
- Developed features within the Capillary core platform
- Led development for a stand-alone rewards program
- Contributed to Unit & Integration testing frameworks to improve platform sustainability
- Onboarded and assisted new developers, test engineers, and business analysts
- Debugged and resolved existing software defects
- Developed business features within GCP and AWS
- Collaborated with internal and external business groups to deliver features from architecture to release
- Developed and delivered business features within an agile framework
- Operationalized and documented reoccurring dev tasks to reduce development overhead

### Fantasy Flight Games – Roseville, MN, December 2021 - February 2022

- Application Developer

#### *Responsibilities:*

- C# Programmer
- Maintained existing applications for mobile, and native Windows/macOS applications
- Identified and resolved defects and issues
- Implemented new systems and tools
- Collaborated with Content Development to generate the appropriate tools to aid in game development
- Built and deployed builds to the App Store, Google Play, Amazon, and Steam platforms

### StormForged – Minneapolis, MN, May 2021 - Current

- Founder & Independent Developer

- Released Solo Cross-Platform Mobile Game

*Responsibilities:*

- C#/C++ Programmer
- Game Designer
- Business Systems Developer
- Level Designer
- UI Developer
- Deployment Manager

**Open Systems Technologies – Minneapolis, MN, November 2018 - May 2021**

- Quality Assurance Practice Lead, Application Development Manager

*Responsibilities:*

- Created Quality Assurance practice standards and procedures
- Managed and grew the Quality Assurance practice and development team from 1 to 22 members
- Created Quality Assurance skills and performance metrics
- Created Quality Assurance, and App Dev quarterly and annual goals
- Developed quality standards throughout the business
- Hired and mentored new Quality Engineers, and Application Developers
- C# & JavaScript Programmer

**Total Expert – Eden Prairie, MN, May 2017 - November 2018**

- Security Engineer
- Technical Lead of Quality Assurance and Security

*Responsibilities:*

- Created and structured Quality Assurance department standards and procedures
- Managed Quality Assurance team
- Planned and Integrated security
- Performed security assessment testing
- Implemented security into CI infrastructure
- Developed security automation
- Python Programmer

**The Nerderly – Bloomington, MN, March 2013-May 2017**

- Security Analyst, July 2015 – April 2017
- Senior Quality Assurance Engineer, May 2015 – July 2015
- Quality Assurance Engineer, March 2013 – May 2015

*Responsibilities:*

- Developed and deployed new security processes
- Interpreted and created vulnerability reports and provide recommendations to clients
- Performed security assessment testing on web and native mobile applications
- Worked directly with development and UX teams to provide guidance for identified security weaknesses

## **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

## **TECHNICAL PROFICIENCIES**

### *Programming Languages & Frameworks:*

- C# - Mono
- Selenium
- Cypress
- C++
- JavaScript & TypeScript
- Groovy & Java
- Spring Boot
- Python
- MySQL
- Shell Scripting
- RESTful APIs
- Spock & NUnit

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### **Tools:**

- Unity
- Git & Git LFS
- Postman
- Unreal
- Xcode
- Burp Suite
- VSCode
- SQL
- Command Line
- Unity Cloud Deploy
- Android Studio
- Debugging
- AWS
- GCP