

BRENDAN BRYAN BARD

Target: Software | Web Developer

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High-achieving professional poised to transition related education and practical experience into a role as a Software/Web Developer. Innovative and passionate advocate of end-user; skilled in software design, coding, testing, and integration. Well-versed in aspects of General Programming, Python Programming Language, Angular, C/C++, Java, JavaScript, and Linux. Known for consistently completing complex projects on time and on target. Thrives in fast-paced, high-pressure, and team-driven environments requiring strong analytical decision making, critical thinking, problem solving, and collaborative abilities.

CORE COMPETENCIES

Areas of Strength: Software Lifecycle Development | Software Design | Software Coding | Software Testing | Software Integration | Debugging Techniques | Automation/Scripts | Project Plans | Flexible/Scalable Patterns | Agile Practices | Scrum | IDE | Algorithms | Data Structures | Documentation/Logs | Issue Investigation | Quality Verification | Testing Methodologies | Verbal/Written Communication Skills

Languages: Python | C++ | Java | JavaScript | HTML | CSS | Assembly (Basic)

Database Management: SQL | NoSQL (AWS DynamoDB)

Operating Systems: Windows | Linux

Word Processing: Microsoft Word | Open Office | Google Docs

Development Environments: Visual Studio 2015 Community | Gamemaker Studio Pro 1.4 / 2 | Unity | Unreal Engine | Microsoft Visual Studio Code

EDUCATION

UNIVERSITY OF WISCONSIN - STOUT, Menomonie, WI

2019

Bachelor of Science, Game Design and Development, Computer Science

Relevant Coursework: Data Structures; Computer Science I; Computer Science II; Intro to Computer Security; Advanced Web and Internet Programming; Game Development Capstone; Discrete Mathematics; Linear Algebra

RELEVANT EXPERIENCE

UW STOUT FREQ SHOW, UW STOUT IGDA GAME JAM, Menomonie, WI

Spring 2017

Competitor/Collaborator: Engaged in a wide range of research and mechanics coding as a participant in UW Stout Freq Show Game Jam.

THOMSON REUTERS | MAVERICK SOFTWARE CONSULTING, Eagan, MN

Summer 2017

Web Developer Contractor: Worked with team on AWS Cloud development and HTTP request handling. Collaborated on a web framework project and updated legacy code. Rewrote a front-end interface for a cloud based file management service; used the concept of clean code to create an easy to navigate code base. Wrote an article that was adopted and used as a reference for AWS Lambda.

ALUNA, STOUT GAME EXPO, Menomonie, WI

Fall 2018 | Spring 2019

Competitor/Collaborator: Worked with team members on complex projects, including tools programming and developing code guidelines. Collaborated and problem solved with team member to design and implement an innovative tool used for the creation of a puzzle game in the Unity game engine.

ADDITIONAL EXPERIENCE

TARGET, Fond du Lac, WI

2014-2016

General Merchandise Expert

WALT DISNEY WORLD, Orlando, FL

2012

College Program Intern