Brandon Dring

Software Engineer

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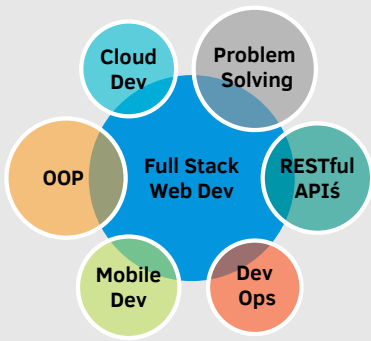- in /in/brandon-dring/
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Skills

Cloud Dev • Problem Solving • OOP • Full Stack Web Dev • RESTful APIś • Mobile Dev • Dev Ops

Programming

JavaScript • TypeScript

Python

HTML5 • SCSS • CSS3

Java • C# • C++

PHP

Frameworks

Node.JS • Angular • ReactJS

React Native • Ionic • Cordova

Lambda • EC2 • Alexa

Django • Flask • NumPy • SciPy

Summary

Currently enrolled at Oregon State University, in my senior year of college with an expected graduation of Fall 2018. I'm a Computer Science major with a focus in UI/UX Design and Human Computer Interaction. I am always looking for the next greatest technology to feed my curiosity for learning new languages and development practices. Favorite fields include mobile, cloud, and web development, along with devops, and data / analytics.

Education

2015 - 2018 **B.S, Computer Science** (GPA: 3.85/4.0)   Oregon State University

2013 - 2015 **A.O.T, Transfer** (GPA: 3.83/4.0)   Portland Community College

Experience

June 2017 - Present **Intern**   CDK Global

- KPI tracking and analysis of product versions and releases. Maintained and refactored the skill searching application to be more testable and modular for future development. Worked on custom ETL tool, debugging and developing to estimate profit/costs of JIRA stories. Developed CDK data and analytics portal.

Jan 2017 - Sept 2017 **Research Assistant**   Oregon State University

- Developed base framework for UX research based card IDE, that was a testable and usable code editor. Along with experimental features such as drawing inside the IDE, a terminal, and a full text editor with automatic language detection. Created the testing framework with qUnit and Mocha, which were used in a Travis CI project for any pushes to the repository to make sure all code is tested.

Oct 2016 - June 2017 **Undergraduate Researcher**   Oregon State University

- Used data visualization to research what areas of Portland tip best, allowing delivery drivers make the most of their delivery. I built an application that tracked and estimated pizza delivery tips, based on prior delivery data, and gave them estimated costs and profit.

Projects

2018 **Senior Capstone Project**

- Using a Amazon Alexa and HTC Vive for data visualization, we replaced the standard keyboard and mouse for using a computer. Instead using voice analysis and virtual reality to see data.

2017 **LunchBox**

- A single page application and mobile app that allows users to find each other for lunch and let them be able to tag along or pick up something to eat. Meant to help interns and new hires meet people.

2017 **Brewster**

- A cross platform mobile app to keep track of what beers a user has had, and keep track of their ratings, comments, and pictures. That way at the grocery store or a pub, you always get what you want.