Brandon Dring

Software Engineer

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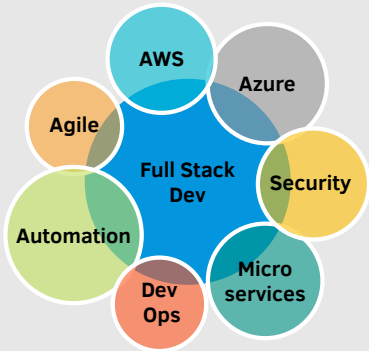
in /in/brandon-dring/

○ El-Dringo-Brannde

Skills

Programming

JavaScript • TypeScript

Python

HTML5 • SCSS • CSS3

Azure • AWS

Java • C# • C++

Frameworks

Node.JS • Angular • ReactJS

React Native • Ionic • Cordova

Lambda • EC2 • Alexa

Django • Flask • NumPy • SciPy

Summary

Full stack engineer for both web and mobile development. With a growing interest in cloud architecture and solutions, paired with security and automation priorities.

Most expertise with JavaScript of all kinds, and their cross platform mobile frameworks. Followed with Python expertise mostly for application development or automation scripting.

Very familiar with both agile and scrum methodologies that allow for proper planning and quick iterative development cycles of products. Founded upon an efficient and fast DevOps workflow.

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

Sept 2018 - Present **Rotational Engineer** Nike Inc.

- Currently rotating across 3 teams, spending 6 months with each. My first rotation was within Cloud Automation within Security. My second rotation was on the explore team, helping engineer new methods of make and manufacturing for apparel and footwear. Next team I will go to will be the Windows Platform Integration team, helping people operationalize Azure properly.

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. Worked on custom ETL tool, debugging and developing to estimate profit/costs of JIRA stories.

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

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

Projects

2019 **Middlemen**

- A dead simple middleware solution for Azure Functions, similar to express, & hapiJS. Which allows you to stop worrying about validation, and token checking, and just worry about business logic.

2018 **Perfected Prototypes**

- An extension to the Javascript Object, Array, and String prototype chain. Extending the limited functionality to what it should have been the first time around.

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.