

Braeton Buckley | Software Engineer

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Work Experience

JetHead Development Inc. | Software Engineer | 2020 - 2023

Developed software for DirecTV satellite set top boxes using C++ and JSON. Worked on several new features both individually and with other teams under ATT exercising agile development. Planned, designed, and documented features for communication of proper feature expectations. Identified, tested, and patched numerous bugs from the field. Implemented stringdrop updates provided by other teams. Located memory leaks in the codebase. Wrote new test cases that were utilized by testers, and created test scripts with Bash. Learned to flash updates onto the satellite boxes. Practiced proper version control and code review practices using GitLab and Jenkins.

Education

Bachelor of Science - Computer Science | University of California, Riverside | 2015 - 2019

Skills/Certifications

C++, OOP, Algorithms/Data Structures, JSON, Java, Visual Studio, AWS, Git/Gitlab, CI/CD, UI/UX, Bash, Agile, Jira, Jenkins, Confluence, CMS, Distributed Systems, Test Automation, HTML, Linux/Unix, Windows, C#, Unity, SQL, DBMS, Japanese, Resourcefulness, Collaboration
AWS Certified Cloud Practitioner

Projects

QR Code Troubleshooting | JetHead, DirecTV | 2022

Embedded QR codes into Video Connection Lost troubleshooting screens for the DirecTV Genie Mini to reduce calls to Customer Care. Scanning QR codes redirected to additional troubleshooting help sites. There were different QR Codes and troubleshooting flows based on the error codes: 61x for wireless, and 62x for wired. Reviewed troubleshooting flow for better client and customer understanding.

Free Memory Tracking KPIs | JetHead, DirecTV | 2021

Created KPIs to track the CPU usage and free memory for the DirecTV Genie Mini. The data was collected on New Relic and organized into dashboards for viewing by ATT. The dashboards sorted the data based on hardware make/model and software version. ATT could use this data to identify possible problematic software updates both in the field and in test environments.

Ordinary Wizarding Levels (VR Game) | UCR | 2019

VR game created for our VR class project. Consisted of using wand motion to cast spells to defeat approaching enemies. Individually focused on enemy AI. Group work on motion controls and environment construction.

Database Management Project | UCR | 2018

Simple database consisting of Customer, Cars, Mechanic, and Service Requests.

Organizations

Youth Advisor, Newsletter Editor | Riverside Chapter | 2016 - Present

Advise Riverside JACL youth and UCR Nikkei Student Union. Edit the quarterly newsletter.

President | Intercollegiate Nikkei Council | 2016 - 2018

Managed board of 25 individuals from 12 schools' NSUs across Southern California.

President | UCR Nikkei Student Union | 2015 - 2018

Managed board of 9 individuals to run UCR NSU with 100+ active members.