

Braeton Buckley | Software Developer

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Work Experience

JetHead Development Inc.

Software Engineer | May 2020 – March 2023

Developed software for DirecTV satellite set top boxes using mainly C++ and JSON. Worked on several new features both individually and with other teams under ATT exercising agile development in 10 week cycles. Planned, designed, and documented features for communication of proper feature expectations. Identified, tested, and patched numerous bugs from the field.

Built new KPIs to track memory and CPU usage throughout different models to help identify possible issues before they became critical. Improved the user troubleshooting experience by updating screens with QR codes and reviewing the troubleshooting flow. Implemented stringdrop updates provided by other teams. Constructed dashboards to clearly portray data collected by KPIs. Located hidden 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.

Skills

C++, OOP, Algorithms, JSON, Java, Visual Studio, Git/Gitlab, UI/UX, Bash, Agile, Jira, Jenkins, Confluence, Test Automation, HTML, Linux, Windows, C#, Unity, SQL, Resourcefulness, Collaboration

Education

Bachelor of Science – Computer Science

University of California, Riverside | 2015 – 2019

Projects

QR Code Troubleshooting | JetHead, DirecTV | 2022

C++, JSON, Visual Studio, GitLab, DirecTV Genie Mini, Jira, Confluence, Linux

Free Memory Tracking KPIs | JetHead, DirecTV | 2021

C++, NewRelic, Visual Studio, Jenkins, DirecTV Genie Mini, Jira, Confluence, Linux

Ordinary Wizarding Levels (VR Game) | UCR | 2019

C#, Unity, Oculus

Database Management Project | UCR | 2018

Java, TSQL, Shell

Fly Dot | UCR | 2017

C, Objective-C, ATmega1284

CitrusRPG | CitrusHack | 2015

Java, Greenfoot