

Brandon Worl

I'm a developer with a passion for creating the best possible user experience.

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EXPERIENCE

Originate, Las Vegas — *Senior Software Engineer*

June 2014 - August 2014 (Intern)

June 2015 - February 2020

Full stack development on multiple (10+) projects using several different languages including Javascript (React, Angular, Node), Go, Scala, and Ruby. Projects included:

- Creating a React dashboard to display server usage metrics in neatly formatted graphs and tables
- Building a real-estate search engine using Angular that featured embeddable widgets realtors could include on their own websites to allow their customers to browse only the properties they represent.
- Development of a Ruby on Rails in-house time and allocation tracking solution to better manage employees, track and plan utilization, and approve time-off requests.
- A Golang based microservice backend that securely consolidated financial securities information and allowed users to query securities and see the history of the security via a React front end.
- React and GraphQL web app for viewing and managing data models for machine learning.
- Android app for tracking daily tasks designed to help users form helpful habits and see their progress over the course of a year

Totem, Remote — *Contract Frontend Engineer*

March 2020 - May 2020 (Intern)

Hired as a contractor to help rebuild the frontend of a point-of-sale application. Technologies used include React, Redux, and Styled Components, amongst other various libraries. The application had to be built within a tight timeline by a small team of just four engineers. I spent a lot of time doing code review and enforcing best practices, in addition to building major sections of the application.

EDUCATION

University of Nevada, Reno — *Bachelor's Degree*

August 2011 - May 2015

I studied Computer Science and created a web application to help automate the testing and grading of student's code for the intro CS course as my senior project. I also took electives in AI, computer vision, and game engine development.

PERSONAL PROJECTS

PUBGderboards — *A stat comparison website for the game PUBG*

Created with a friend of mine, he wrote the back end and I wrote the front end. The front end was created using

React, Stylus, Webpack 4, and Babel 7. This project was intended as a way to learn Webpack 4 and go through the project development process from start to finish, including the ideation process and eventually deployment to a wide audience.

Time Tracker — *A device to track time in the workplace*

The time tracker was a physical device that could be manipulated by its user to easily track how much time was spent on various tasks throughout the day. The interface was very simple – the device had nine sides, eight of which were assigned a task, and the last was the off state. While the device was on, whichever side was facing up would track time. Inside the 3D printed shell was a small arduino-compatible board which used an accelerometer to determine orientation. A companion application made with React and Electron would pull time data from the tracker and log it for review.

Graphit — *An Android app that tracks and plotts metrics about your phone*

Graphit tracked multiple metrics, including screen usage, battery consumption, and network traffic. All metrics could be viewed as a graph over time, to reveal trends about how the user uses their device. Users could compare their battery consumption graph against their data usage graph, for example, to see if there was significant background activity causing their battery to rapidly deplete.

Space Game— *A 3D space dogfighting game built with Python*

This was my final project for my game engine development class in college. All of the physics for the game engine were made from scratch, including 6 degree of freedom flight controls. Ship models were created with Blender, and Python Ogre was used for rendering.

SKILLS

Programming Languages: Javascript, Golang, C/C++/C#, Python, Ruby, Scala, Java, Kotlin

Technologies: React, React Native, Redux, Vue, Angular, GraphQL, Webpack, Docker, Cucumber, Enzyme, Android

Databases: Postgres, Firebase, Algolia

Other Skills: 3D Modeling/Printing, Video Editing