BRANDON BARKER

SOFTWARE ENGINEER

CONTACT



brandonbarker.me



contact@brandonbarker.me



+1 (215) 530-1609

LANGUAGES

lava

Scala

Python

Typescript

JavaScript HTML/CSS/LESS Lua

AppleScript

CoffeeScript Bash

C# C++

Apex Groovy

FRAMEWORKS

NodelS

WebGL

Gulp

Jackson/JSON

Grunt

IDBI

Makefile

Google Cloud

React|S

JQuery

Amazon Web

Spring

Heroku

Google Web

Django

Numpy

Maven

Docker

Gradle

web2py

SQL

Flask

Postgres

MySQL

EDUCATION

COMPUTER SCIENCE **BUS. MANAGEMENT MATHEMATICS**

MAJOR **MAJOR** MINOR

West Chester University

2017-2021

3.9 GPA

SOCIAL



github.com/projectbarks



linkedin.com/in/projectbarks



@projectbarks

EXPERIENCE

COMMA.AI

SOFTWARE ENGINEER INTERN

May 2018 - Aug 2018

- Designed a mapping engine capable of loading 5,000,000+ miles of data.
- Structured toolset to generate 3D Tiles, render the data within a browser context, and provide metadata when interacting with the mapping frontend.

DOKKIO

SOFTWARE ENGINEER INTERN

Jun 2017 – Jan 2018

- Analysed 2000GBs of data, creating a recommendation system for categorizing files and folders.
- Using HTML5 implemented a document preview engine capable of loading documents with hundreds of pages.

YURGOSKY CONSULTING

SOFTWARE CONSULTANT INTERN

Jun 2016 – Oct 2016

- Refocused existing Ul's to be centralized around user experience, simplifying non-profit's daily tasks and integrated data entry directly into Salesforce.
- Removed redundancy in client communication, created an error reporting system that connected directly into the project management system.

AIRPHRAME

SOFTWARE ENGINEER INTERN

Jun 2015 – Oct 2015

- Optimized daily operations by building a tool capable of consolidating 100+ gigabytes from the web platform with a custom live zip micro-service.
- Built the mapping platform's aerial avoidance system and integrated video based capture, capable of recording 2+ hours of footage.

CLOUDMINE

SOFTWARE ENGINEER INTERN

Jun 2014 – Aug 2014

- Structured a continuous integration system generating docker environments for easy automated staging and production testing.
- Worked on the Android API platform to ensure continuity and scalability.

EXPERIENCE

BEST YCDS HACK AT YCPHACKS

Oct 2017

Developed a big data app capable of finding any person with minimal amount of information scraping through Facebook, Whitepages, and other websites.

BEST AUTONOMOUS AT FTC WORLD COMPETITION

Apr 2017

Awarded the Control Award for implementation of a Kalman filter, PID drive, and integration of sensors in the control of the teams robot.

1ST PLACE AT THE CODE FOR GOOD COMPETITION

Oct 2016

Created an application to assist underprivileged students in attending college through the gamification of scholarships.

PROJECTS

IOCULIST

Eye exams through your phone, testing: astigmatism, color blindness and visual acuity.

BEATSYNC

Web App that uses WebRTC to sync music across multiple devices with low latency.

DATALOGGER

Android library coupled with a desktop app to view live data and edit variables remotely.