

BRANDON BARKER

SOFTWARE ENGINEER

LANGUAGES

Java	Scala
Python	TypeScript
JavaScript	AppleScript
HTML/CSS/LESS	Lua
CoffeeScript	Go
Bash	C++
Apex	Groovy
	C#

FRAMEWORKS

NodeJS	Netty
Gulp	Jackson/Json
Grunt	JDBI
Makefile	Google App
ReactJS	Engine
JQuery	Amazon Web
Spring	Heroku
Google Web	Django
Maven	Docker
Gradle	web2py
SQL	Flask
Postgres	

EDUCATION

COMPUTER SCIENCE

West Chester University 3.6GPA
2017 - 2021

BUSINESS MANAGEMENT

West Chester University 3.6GPA
2017 - 2021

CONTACT



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SOCIAL



github.com/projectbarks



linkedin.com/in/projectbarks



@projectbarks

EXPERIENCE

DOKKIO

SOFTWARE ENGINEER

Jun 2016 - Present

- 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 UI'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

Jun 2015 - Oct 2015

- Optimized daily operations by building a tool capable of doing data consolidation of 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.

AWARDS

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 our implementation of a Kalman filter, PID drive, and integration of sensors in the control of our 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.

2ND PLACE AT THE HACKBCA HACKATHON

Apr 2014

Competed with over 500 students to invent an application in the 24-hour deadline. Created iOculist, an app to test eyesight acuity.

PROJECTS

VIBEZ

Native angular app to connect people attending concerts with new friends.

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.