

BRANDON BARKER

SOFTWARE ENGINEER

CONTACT



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LANGUAGES

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

FRAMEWORKS

NodeJS	WebGL
Gulp	Jackson/JSON
Grunt	JDBI
Makefile	Google Cloud
ReactJS	JQuery
Amazon Web	Spring
Heroku	Google Web
Django	Numpy
Maven	Docker
Gradle	web2py
SQL	Flask
Postgres	MySQL

EDUCATION

COMPUTER SCIENCE	MAJOR
BUS. MANAGEMENT	MAJOR
MATHEMATICS	MINOR
West Chester University	3.9 GPA
2017-2021	

SOCIAL



github.com/projectbarks



linkedin.com/in/projectbarks



@projectbarks

EXPERIENCE

CESIUM GS

SOFTWARE ENGINEER INTERN

May 2019 – Aug 2019

- Built integrations for popular 3D content creation tools - WebODM, Blender, and 3D Maxs - for easy workflows to upload to Cesium ion to generate 3D Tiles for use in CesiumJS and other 3D engines
- Improved Cesium JS rendering and was responsible for the majority of the changes within version 1.61.

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.

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

TOP 10, BEST HARDWARE HACK, BEST HEALTH HACK AT PENNAPPS

Oct 2017

Participated in the longest-standing hackathon against 242 competing teams, reaching the top 10. Engineered an assistive device for cross-space navigation and obstacle avoidance through SLAM with haptic feedback.

BEST AUTONOMOUS AT FTC WORLD COMPETITION

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.

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.