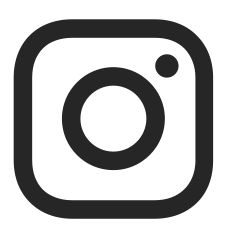
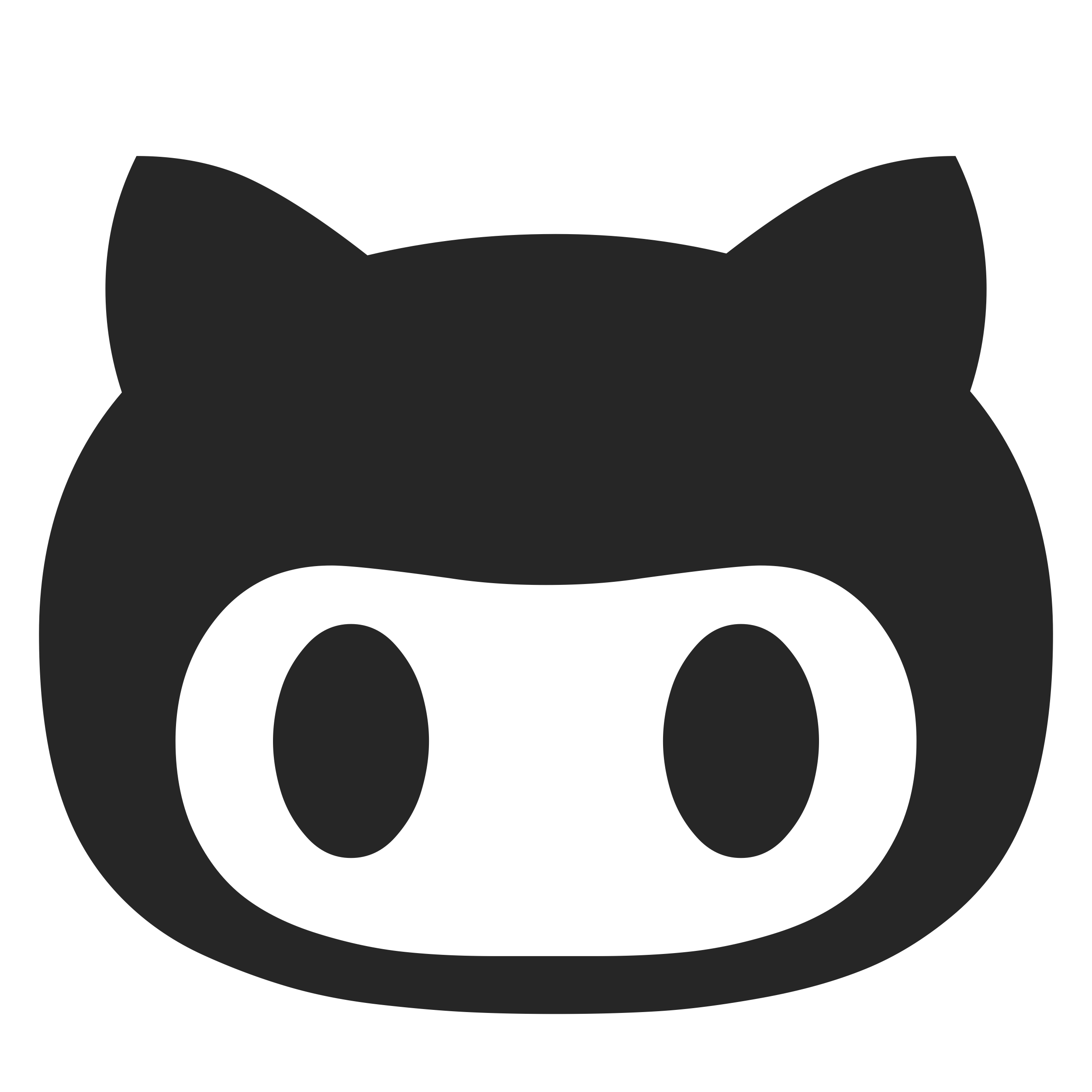


**SOCIAL**

[github.com/projectbarks](https://github.com/projectbarks)

[linkedin.com/in/projectbarks](https://www.linkedin.com/in/projectbarks/)

[@projectbarks](https://www.instagram.com/brandonbarker15)



**EDUCATION**

COMPUTER SCIENCEMAJOR

BUS. MANAGEMENTMAJOR

MATHEMATICSMINOR

*West Chester University 3.9 GPA*

*2017-2021*

**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

**LANGUAGES**

Java Scala

Python Typescript

JavaScript AppleScript

HTML/CSS/LESS Lua

CoffeeScript C#

Bash C++

Apex Groovy

**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.

**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.

**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.

**CONTACT**

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**SOFTWARE ENGINEER**

BRANDON BARKER