

BRANDT CAMPBELL – Software Engineer

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ABOUT ME

Software engineer with a background in audio engineering and psychology. Extremely logic-based with excellent math skills. My development background currently includes full stack JavaScript, jQuery, and React development. I find great satisfaction in being able to solve problems, and helping people figure out the best way to achieve their goals. I get along well with others, and always try and keep a good sense of humor. Hardworking, but fun. I am looking for a team that values customer experience and using collaboration to make a product that makes the world a better place.

SKILLS

- Languages & Frameworks: HTML5, CSS3, React, Python, JavaScript, jQuery, NodeJS, Express, AJAX, JSON, REST.
- Management & Deployment: Git, GitHub, Heroku, Command Line, Trello, Slack.
- Databases: SQL | PostgreSQL | MongoDB
- Methodologies: Object Oriented Programming | MVC Pattern | Test-Driven Development | ERDs | Wireframing | Agile Development/Scrum

EXPERIENCE

General Assembly, Atlanta, GA – *Software Engineering Immersive Student*

Sep 2019 – Dec 2019

- General Assembly's Software Engineering Immersive (SEI) is a 12-week, 500+ hour training program dedicated to give students a deep dive into the world of web development, focusing on web development tools and best practices. Technologies focused in Git/Github, HTML, CSS, JavaScript, Node, MongoDB, SQL, Python, etc. Developed a portfolio of in-class projects, including:
 - Hangman Game: Developed an interactive hangman game with a set number of lives and a scoreboard. (HTML and CSS)
 - DiscHeads: A disc golf friend-finder app designed for players seeking like-minded individuals in their area. (HTML, CSS, and Javascript)

- TV Reminder App: A simple app for keeping track of shows across multiple streaming platforms. (Javascript and React)

Cogito Creative LLC, Atlanta, GA – *Audio Engineer*

March 2013 – Sep 2019

- Responsible for optimizing audio both during production and in post-production.
- Created a calm environment where clients felt comfortable being themselves and enjoying the experience.
- Proficient in Adobe Creative Cloud with specialization in Premiere and Audition.
- Increased client list by 200% from March 2013 to March 2014.

EDUCATION

General Assembly – *Software Engineering Immersive*

Sep 2019 – Dec 2019, Atlanta, GA

- Learned proficiency in HTML, CSS, and Javascript.
- Educated in database design and utilization.
- Front-end and back-end experience.
- Experience in UX Design.

University of North Carolina at Chapel Hill – *Psychology*

Aug 2007 – May 2009, Chapel Hill, NC

- 3.8 GPA
- Lego Robotics FYS -> C++
- Helped in the organization of Dance Marathon (a charity to benefit NC Children's Hospital).

CONTINUED TRAINING

React Native - SkillShare	December 2019
Bootstrap - SkillShare	December 2019
Vue.js - SkillShare	January 2020

INTERESTS

Disc golf at least once a week.

Mountain biking with friends.

Playing in the park with my dog.