

# Sean Brandon

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## Work Experience

General Motors - Software Engineer

June 2023 - Present

*Vision and Automation Services (VAAS) - Fleet Management Team*

- Developed and maintained **full-stack features** in a **multi-module Maven Spring Boot application**, supporting automated forklift mission assignment and real-time status tracking.
- Collaborated with a team of **25+ developers** to integrate APIs from **11 automated forklift vendors**, enabling centralized fleet management across GM production plants.
- Contributed end-to-end to the **multizone deployment**. Implemented frontend and backend updates, including column/row editor improvements and map-coordinate edge-case handling. Fixed UI bugs to ensure an on-schedule, high-quality release.
- Led the implementation of the recovery action feature, building the foundational framework, developing core functionality in **Java and TypeScript**, and supporting 2 contractors in extending additional recovery actions to complete the feature set.
- Designed and implemented a **local-to-global coordinate transformation** system, converting plant x/y positions into GPS coordinates to enable accurate geospatial mapping and reliable forklift tracking.
- Reviewed and provided technical feedback on **peer pull requests**, contributing to code quality, maintainability, and shared team standards.
- Served as the primary point of contact for the VAAS organization's migration from **Azure DevOps** to **Jira**, coordinating workflows, issue mapping, and adoption across engineers.
- Represented and coordinated **cross-functional team** communication, evaluating integration of simulation tooling for testing and validation.

## Technical Skills

Programming Languages

- Java, TypeScript, JavaScript, Python, C++, C

Technologies

- Flutter, Android, Angular, React, Spring Boot, SQL, Git, Linux, Unreal, Maven, Azure DevOps

Tools and Processes

- Agile, Docker, TDD, CI/CD, GitHub Actions

## Education

Oregon State University

- B.S. Computer Science, *Summa Cum Laude*

## Project Experience

Mobile Application - Movie Catalog

- Utilized **Flutter and Dart** to construct a mobile application allowing a user to catalog movies they've seen or wish to see in dynamic lists. Movie entries are stored using **SQLite**.

Mobile Application - Duel

- Used **Godot** to create multiple mobile applications published on the Google Play Store. The most popular, "Duel", has had over 600 lifetime downloads, and uses an AI controlled non-player opponent.

Blackjack Decision App

- Applied **Agile, Test Driven Development** and **Microservice Architecture** to develop software that determines the best decision in Blackjack depending on user input.

Full Stack Web Application

- Deployed an application in **JavaScript** and used **MongoDB, Express, React, Node**, and a **REST API** to generate a single page web app allowing a user to catalog exercises (name, reps, weight etc.)