Brian Kenji Stong

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Summary

Detail-oriented Software Engineer with 8+ years of experience building APIs, client-facing websites, and internal tools. Proficient in web development and committed to writing clean, maintainable code. Skilled in problem-solving, team collaboration, and clear communication. Currently expanding into game development with Unity and Unreal Engine. Open to frontend, backend, or full-stack opportunities.

Skills

Languages: C#, T-SQL, Visual Basic, JavaScript, HTML, CSS
Frameworks & Tools: .NET, SQL Server, Angular, Bootstrap, Git, Visual Studio
Engines: Unreal Engine, Unity

Experience

SOFTWARE ENGINEER | March 2021 – April 2025
Truckstop – Remote
- Developed and maintained RESTful APIs using Open API specs for compliance data
- Built frontend features for client websites to improve user experience and accessibility
- Participated in weekly publish cycles and worked closely with cross-functional teams
- Collaborated with remote team members across disciplines to meet project goals

WEB DEVELOPER
RMIS – Westlake Village, CA | June 2017 – March 2021
- Maintained and updated custom-built client websites tailored to industry and user needs
- Supported automated test systems and contributed to QA
- Core member in weekly deployment cycle and internal QA/testing

WEB DEVELOPER
InBody USA – Cerritos, CA | April 2017 – May 2017
- Maintained company website and cloud-based subscription platform
- Contributed to building a new marketing site with improved structure and design flow

Education

University of California, Irvine – Irvine, CA | Bachelor of Science
Biological Sciences, 2010