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My Github: <https://github.com/Veran04>

My LinkedIn: <https://www.linkedin.com/in/brian-simpson-24999620a/>

Active Secret Security Clearance

Objective

Leverage my software engineering ability to create impactful solutions for real-world problems. I am seeking a position where I can work with like-minded individuals and express my passion to make the world a better place through collaboration on projects that make a difference in people's lives through innovative software solutions.

Skills

- Coding in Java, JS, C#, C, C++, Markdown, Haskell, VBScript, HTML, CSS
- Scripting Languages: Python, Bash & Powershell
- Source control (Git/Plastic)
- Agile Methodology
- Integration Testing
- Postman
- SwaggerHub
- ATAK (Positional updates via CoT)
- Game/Simulation Dev (Unreal Engine, Godot)
- vSphere
- Microsoft Azure
- Atlassian Stack (Jira, Confluence, Bitbucket, Crucible)
- Jenkins
- Artifactory
- UFT (Unified Functional Testing)
- Leverage LLM's to more efficiently find information or format documentation

Work Experience

VirtualGo, Software Engineer, March 2023 - Current

- Cannot go into great detail due to signing an NDA, but I have been brought on as a contractor to help integrate TAK and various other features into the baseline product that VirtualGo has already created.
 - See that product, which is mixed reality military simulation software, here: <https://lnkd.in/gXnSEZKq>

Phoenix Defense, Software Engineer, February 2022 - Current

- Worked on the infrastructure team coding in Java, JS, and bash scripting to improve proprietary simulation tools which are used to perform test runs for military scenarios without real-world cost
- Automated integration testing processes for finalized Agile sprint builds using UFT & Python
- Worked with lead developer in configuring Jenkins to run automated tests using the build pipeline
- Assisted with the creation and presentation of sprint demos

Phoenix Defense, Cybersecurity Internship, July 2021 – February 2022

- Minimized security risks by automating previously human security checks using tools such as Nessus
- Used the STIG tool to ensure that new games being added to clusters met government security requirements

Projects (See Git For More)

TAKGM (Team Awareness Kit Game Master), Project Manager, January 2021 – December 2021

- Military simulation software developed in Unreal Engine. I managed the AI team and oversaw their tasks, whilst also serving as their pipeline to our sponsor & World team.
- This link contains the final tech demo I created for this project.
<https://www.youtube.com/watch?v=5eNF45cSvzc>

Untitled Stock Tool, Sole Developer, January 2023 - Current

- Currently working with two friends that have Finance degrees. I am backtesting data obtained programmatically from Yahoo Finance based on strategies that they suggest me to try
- Together we are working to create a fully automated process that will give us the best stock picks based on our strategies on a weekly basis

Certifications

Microsoft Word, Certiport 77-881

Microsoft Excel, Certiport 77-882

Microsoft PowerPoint, Certiport 77-883

Education

South Florida State College, *Avon Park* FL, May 2019

- Graduated Summa Cum Laude (Associates Degree)

University of Central Florida, *Orlando* FL, December 2021

- Responsible for managing the most ambitious senior design project that the University officials had seen in years