

Brandon Geraci
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OBJECTIVE

To obtain a software engineer internship position

EDUCATION

University of Minnesota Duluth

Bachelor of Science May 2019

Major: **Computer Science** Minor: **Mathematics**

Software Analysis and Design Project

Created an Android application that automatically solved problems with a graphical interface, using a problem-solving framework.

Advanced Courses

Software Engineering

Discrete Math

Computer Ethics

Statistics

COMPUTER SKILLS

Languages: C, C++, C#, Java, Python, Assembly

Software: Visual Studio, NetBeans, Eclipse, IntelliJ, Android Studio.

Mobile Development: Android Applications

Team Development: Version Control (Git), Agile Methodology (Scrum)

ACTIVITIES AND SERVICE

Member, UMD ACM (Association for Computing Machinery) Club, 2016-present

MILITARY EXPERIENCE

Leadership Skills

Works well under pressure

Team Player

Leadership

Systematic Planning and Organization

Flexibility and Adaptability

Self-Direction

Global Outlook

Standards of Quality and Committed to excellence

Supply Manager, United States Army, 2008-2016

- Established a company supply operation with limited funds and with time constraints
- Supervised and trained three workers in unit supply management
- Managed 13 million dollars in equipment
- Worked in Afghanistan in 2012-2013, and Liberia Monrovia in 2014
- Worked with a deactivation team to reorganize a large company's equipment to subsidiary companies.
- Maintained unit equipment readiness
- Oversaw a company's supply operation before, during, and after deployment operations

AWARDS

Armed Forces Service Medal, 2015

Army Commendation Medal, 2013

Afghanistan Campaign Medal, 2013

Army Achievement Medal, 2012

North Atlantic Treaty Organization Medal, 2013

Army Commendation Medal, 2010