

BRANDON AUBREY

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Highly motivated computer programmer with strong math background who enjoys learning new skills, working with algorithms, and bringing new and better ideas to companies.

EDUCATION

Bachelor of Science

Temple University, College of Science and Technology

Associate of Science

Northampton Community College

Double Major in Computer Science and Math

Philadelphia, PA

Math

Bethlehem, PA

GPA: 3.02

May 2015

GPA: 3.5

December 2012

TECHNICAL SKILLS

IDE: Xcode(6 and 7), Windows Visual Studios 2013, Netbeans, VisualStudios, Brackets, Microsoft SQL Server/Profiler, Unity

OO: Swift(1.2 and 2.0), Objective-C, C++, Java, C#, C++

Scripting: Python, JS, PHP

Web: HTML/CSS, JQuery, JQueryMobile

Platforms: Unix/Linux, Windows, OSX

Databases: SQL, familiarity of MySQL

Other: C, TFS, Matlab, Cloud Computing, AWS, Balsamiq, PhoneGap, TestFlight, MVC, Bootstrap

Math: Calculus, Physics, DVQ, Number Theory, Probability Theory, Numerical Analysis, Linear Algebra, Modern Algebra

PROFESSIONAL EXPERIENCE

Aramark

Philadelphia, PA

01/2015 – present

Software Analyst

- Day to day fixes on PRIMAWEB portal bugs and enhancements
- Mobile iOS fixes and enhancements

Environment: Windows Visual Studio 2013, TFS, C#, SQL, SQL Server, XML, Xcode, Swift

Aramark

Philadelphia, PA

6/2014 – 8/2014

FMG IT Intern-Mobile Application

- Collaborated with a team of 3 people to develop an iOS iPad application which mobilized a Quality Assurance survey, saving man hours, for a Fortune 200 company
- Worked in a cross-functional environment with exposure to various business units, including: Food Management, Quality Assurance, Business Analysis and others
- Created project charter, milestones, presentations, mock-ups, and diagrams for project life cycle
- Environment: Xcode 6, Swift, C#, WCF Services, JSON, REST, Balsamiq, Windows, and OS X

Philadelphia Valet Parking Service

Philadelphia, PA

2/2013 – 1/2014

Shift Supervisor

- Managed, directed and provided oversight as a direct liaison for the parking operation

PROJECTS

QA Mobile

Xcode, Swift, C# Summer 2014

Launched an iOS mobile ipad app which is still in use by Aramark. Product delivered mobile version of QA assurance portal for managers.

Temple Learning Game

Xcode 6, Swift Fall 2014

Created mobile learning game which allowed user to put in their email address then choose addition, subtraction, multiplication and fraction problems or have a word spoken to them which had to be spelled correctly, with different settings. Afterwards the user had the option of having their results emailed to them.