

Briana Burton

Waterloo, ON | brianareburton@gmail.com | 519-778-6316 | [LinkedIn](#) | Portfolio: www.briana.cc | [GitHub](#)

EDUCATION

Conestoga College | Waterloo, Ontario

January 2020 – May 2023

Software Engineering Technology, Advanced Diploma

- **Relevant Courses:** Mobile Development, Advanced Web Frameworks, Data Structures, Advanced SQL, IoT, Embedded Systems
- **Extra Curriculars:** Client of the Conestoga Entrepreneurship Collective, member of the **Google Developer Student Club**

EXPERIENCE

Software Developer Intern

December 2022 – Present

GAO Tek Inc. | Toronto, Ontario

- Collaborated with an **Agile** team to design, implement, maintain, and deploy internal apps while using **Git** for **version control**.
- Employed debugging techniques such as error handling and static code analysis using tools including **GDB**, **Cppcheck**, **LLDB**, and **SonarQube**, which resulted in a **36%** decrease in customer complaints.
- Designed and developed **embedded systems** in **Linux** using **C & C++** for applications utilizing **RFID & BLE** technologies.

Co-Founder & Software Developer

January 2022 – Present

HOOD – www.tryhood.com | Guelph, Ontario

- Designed front-end with **30+ unique interfaces** for a Xamarin based cross platform **mobile app** using Adobe XD, XAML, C#.
- Spearheaded demos leading to partnership with **Microsoft for Startups**, the **Accelerator Center**, and **Conestoga College**.

Programmer Mentorship

October 2022 – January 2023

Ubisoft Toronto | Toronto, Ontario

- Selected to participate in Ubisoft Toronto's Develop at Ubisoft mentorship program in **programming**.
- Collaborated with mentors and colleagues in the development of project demos in **C++** using APIs such as **OpenGL**.

PROJECTS

Windows Service TCP/IP Hi-Lo Guessing Game

December 2021

https://github.com/bburton0334/hilo_game_windows_service

XAML, C#, Azure, WPF

- Built a HiLo game with **WPF** in **C#** that communicated to an **Azure** hosted **multi-threaded** server that ran as a Windows Service.
- Developed the **TCP/IP** protocol which enabled communication between **multiple clients** and 1 server to allow multiple players.
- Designed a packet format with a delimited string to organize current game info to prevent data loss when the connection ends.

Transportation Management System

October 2021 – December 2021

<https://vimeo.com/745878235>

C#, .NET Framework, WPF, MySQL, XAML, SCRUM

- Designed a **full-fledged** C# application which calculates transport costs & travel distance using **MySQL database** info.
- Collaborated with a team of 4 using **Agile** development practices to design & develop the system over a 2-month period.
- Developed **20+** WPF/C# interfaces allowing log viewing, cost calculation, database modification, and transport calculations.
- Used **object-oriented** programming principles and detected program bugs through **test-driven development**.

Web-Based "Notepad" Text Editor

December 2021

https://github.com/bburton0334/asp.net_text_editor

JavaScript, ASP.NET, C#, jQuery, JSON, AJAX, HTML/CSS

- Designed a text editor in **ASP.NET** with **jQuery**, **JSON**, **AJAX** to communicate to the **C# & JavaScript** logic to open, edit, save files.
- Created **real-time updates** allowing user files to be seen visually in a drop-down list without needing to refresh the page.

CERTIFICATES

Nov 2022 **Mastercard**, Cybersecurity Virtual Experience Participant

Cert ID: xft5rLwTFx8XriZHR

Sept 2022 **Goldman Sachs**, FinTech Engineering Virtual Experience Participant

Cert ID: uJ4yTGnQHSgkqPgbY

July 2022 **IBM**, IBM Applied AI Professional Certificate

Cert ID: ZU3FHJZMHFMV

SKILLS

Programming Languages: C#, Python, JavaScript, C, C++, Java, PHP, SQL, T-SQL, HTML/CSS, ARM Assembly, Classic ASP

Tools & Platforms: Azure, AWS, Heroku, Linux, MySQL, SQLite, SQL Server, CockroachDB, Android Studio, Git/GitHub

Frameworks & Libraries: Bootstrap, jQuery, .NET Framework, Android SDK, Ruby on Rails, Node.JS, Express.JS, AngularJS

Other Skills: Agile Methodologies, User Interface, Test Driven Development, Common Gateway Interface