

Brandon DiCicco

SOFTWARE ENGINEER

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London, ON

Education

Bachelor of Engineering Science Software Engineering

Western University 09/2015 - 04/2019

Dean's Honour List for 2015-2018

Projects

Self Start Body Smart Full-Stack Web Development

09/2017 - 04/2018

- MEEN stack web application (MongoDB, Express, Ember, Node.js) for an online physiotherapy service.
- Created Software Requirements Specification and Entity Class Diagram to design the application.
- Collaborated in a group with version control through GitHub.
- Weekly meetings with designated tasks for each group member to simulate a work environment using prototype SDLC.
- REST API for server-side routing.
- Authentication, account permissions, dynamic forms, schedules, graphs, video, and many more features.
- Earned a spot in the top three teams of the entire class.

Aipen (JS/Python)

Capstone

10/2018 - 03/2019

- Developed an AutoML framework.
- Allowed for extensibility, ease of setup, and reduces user accountability for machine learning problems.
- Focused on the front-end to retrieve and display data from the AutoML.
- Also created the back-end data processing/communication instances.
- Contributed to project proposal, requirements and design document, and user manual.

Simulated Stock Market (C#/JS)

03/2018

- Online simple stock market using socket programming that keeps track of buy and sell offers between any number of clients.
- Implemented the observer pattern for three forms that displayed statistics of the stock market.

Box Idle (C#)

2018

- 3D Unity game with a 2D perspective.
- Designed multiple different zones based on progression that feature different visuals and music.
- Implemented a progression system that allows for infinite playtime.
- Created a quest system that rewards the user for completing the given task.
- Keeps track of various stats, including fastest clear time, number of clicks, and upgrades purchased.

Experience

Cook

Muldoon's Pizza

05/2017 - Present London, ON

- Cooked and managed orders in a fast-paced team environment.
- Trained employees in tasks such as the order handling system and the customer checkout process.
- Followed health and safety regulations.

Esports Event Organizer

09/2016 - Present

- Former Executive of the Western Electronic Gaming Association in charge of the Super Smash Bros. division.
- Organized hundreds of weekly and monthly tournaments on the scale of 15-90 attendees.
- Communicated between venue hosts to guarantee a location suitable for the scale of the event.
- Worked with event organizers across the region to adhere to a proper event scheduling system.
- Talked with and received feedback from event attendees to constantly improve the events.

Esports Community Manager

09/2017 - Present

- Maintained various social communities and documents to notify people about rules, event information, changes, and more.
- Organized, processed, and analyzed multiple years worth of data to create seasonal rankings and statistics.
- Managed and held seasonal meetings with a panel to maintain integrity in the rankings.
- Asked for community feedback to implement new event additions and rules.

Skills

Programming

- Java, C#, C++, VBA, Python
- JavaScript, HTML, CSS, TypeScript, Bootstrap
- MySQL, MongoDB, Ember, React, Angular
- Design patterns, SDLC, Testing

Software

- Microsoft Excel, Microsoft Word, Visual Studio, IntelliJ IDEA, Unity

Other

- Data analysis (Data processing, sentiment analysis, simulations)
- Version control and scheduling (Git, GitHub)
- Cloud computing (AWS)
- Project management knowledge

Soft

- Organized
- Takes initiative
- Open-minded
- Quick learner