Brennan D Baraban Software Engineer

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EDUCATION

Holberton School of Software Engineering, San Francisco

Jun 2019

Completed foundations curriculum

University of California, Davis

Jun 2018

Graduated in 3 years with B.A. in American Studies, double minor in Statistics & Economics

GPA: 3.86

Coursework: Client- & server-side web development, RESTful APIs, test-driven development, version control, data structures & algorithms, Linux/Unix, databases, system administration & DevOps, site reliability engineering, scripting, code review

SKILLS

Software

Application Development Database & API Design JavaScript, TypeScript, Node

React, HTML, CSS Unity, C#, C Python, Flask

AWS, Stripe, Vercel SQL, Git, Bash Windows, Mac, Linux

Interpersonal

Proactive communicatorNatural leaderExcellent writerSelf-starterRapid learnerCreative mindsetAttention to detailLong-term visionProduct intuition

WORK HISTORY

Lead Software Engineer, Einstein Studios

Sept 2019 - Present

- · Own scalable web & desktop projects built on serverless architecture and functional programming
- · Consult weekly with CEO & CTO on company growth, brand, and product-market fit
- Communicate with and incorporate product feedback directly from users

PROJECTS

Koala 3D Virtual Classroom | Einstein Studios

teachwithkoala.com

Unity, C#, TypeScript, React, Next.js, Electron, MySQL, AWS, Vercel, Photon Engine

- Collaborate with CTO to rapidly develop Unity, web, and Electron applications supported on 3 platforms
- Learn Unity & C# to contribution-ready level within one month
- · Maintain monthly release schedule for application hosting over 300 sessions per week and growing

Tutoring Web Platforms | Einstein Studios

einsteinstudios.io

TypeScript, React, GatsbyJS, MySQL, Stripe, AWS, Vercel

- · Ship two full-stack applications from scratch within 3 months of joining the company
- Automate recurring weekly scheduling among over 300 tutors and users
- Process as high as \$16,000 in gross volume per month