Branden Bean Drake – Software Engineer
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Professional Summary

Dynamic Full Stack Developer with extensive experience creating and optimizing software solutions across multiple industries. Skilled in Python, SQL, and cloud-based infrastructure, with a focus on automating processes, building robust data pipelines, and coding proprietary libraries to enhance system efficiency. Adept at collaborating with cross-functional teams, mentoring junior developers, and communicating effectively with non-technical stakeholders. Certified AWS Cloud Practitioner, experienced with Docker, CI/CD, and Terraform. Highly analytical and detail-oriented, with a passion for continuous learning, problem-solving, and delivering user-centered software solutions.

Key Areas of Expertise

| Python | SQL | Microsoft SQL Server | T-SQL | Java | C# | C++ | Lua | JavaScript | React | Flask | Jinja
| ASP.NET Core MVC | jQuery | AWS | CI/CD Pipelines | Docker | Terraform | GitHub Actions | Process Automation
| Data Pipeline Automation | APIs | Batch Scripting | Test-Driven Development (TDD) | Unit Testing | Pair Programming
| Agile Methodologies | Technical Writing | Git | Bitbucket | Perforce | Jira | ServiceNow | Microsoft Excel | Microsoft Office
| HTML | CSS | UX / User Experience Design | User Testing | Front-End Development | Windows | Linux | Data Pipelines
| Project Management | Cross-Functional Collaboration | Process Improvement | Time Management | Organizational Skills
| Interpersonal Communication | Problem Solving | Team Leadership | Mentoring | Conflict Resolution | Diplomacy Skills

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Related Accomplishments
Innovation & Process Improvement

- Reduced team's time spent implementing and debugging scripts by 50% by serving as the primary contributor to in-house Python libraries, developing a reputation as the go-to person for Python assistance from support, development, and business teams.
- Replaced manual fixes with automated solutions, decreasing overnight on-call escalations by 30%.
- Improved onboarding documentation and processes, achieving a 30% reduction in new hire onboarding time.
- Achieved a 60% reduction in time required for the development and debugging of game objects through the creation of shared templates.
- Solved long-standing issue with Python not logging to scheduling software, resulting in a 95% reduction in time to access logs.
- Doubled speed of diagnosing potential issues with ETL pipelines by developing and sharing manual SQL scripts, streamlining investigation and organizing relevant data.
- Proactively prevented a costly post-implementation pivot by identifying a problem early on and modifying the design to course correct.
- Lead an initiative to add a visual layering system to an existing game engine, enabling game objects to be dynamically ordered.

Communication, Collaboration, & Documentation

- Collaborated with business counterparts and made technical topics more easily understood to non-technical stakeholders using metaphors and visual imagery that was adopted by the whole team.
- Mentored 5 new peers on team's development practices, policies, and operations, with a focus on tailoring approach to each person's distinct learning needs.
- Became the resident subject matter expert on several intra-business processes, then unsiloed this knowledge by creating accessible step-by-step guides to enable anyone to investigate and solve related issues.
- Interim project manager overseeing a dozen employees, tracking workloads & velocity, and determining which features to prioritize for launch.
- Using descriptive naming, in-line explanations, and wikis, documented code resulting in a reduction of steps required to access necessary information.
- Taught team members how to set up IDE's and debug using stack traces, enhancing overall team efficiency by increasing self-sufficiency.
- Strengthened team dynamics by organizing weekly company-wide get-togethers.

Programming & Scripting

- Led the development of a Python solution for API response processing, streamlining error handling and data retrieval across programming and support teams.
- Programmed, debugged, and deployed automated ETL pipelines using Python and SQL in Windows environments.
- Fulfilled periodic informational requests from government regulatory bodies through writing scripts and data queries.
- Using Lua and XML, designed and scripted enemy gameplay AI for AAA console games.
- Developed a game prototype using pair programming, OOP, Java, and a rudimentary game engine.
- Added a visual layering system to a Java game engine, enabling dynamic organization of game assets.
- Utilized HTML, CSS, jQuery, SQL, C#, and ASP.NET Core MVC to program features for a Fortune 50 internal portal.
- Organized hierarchy and phrasing of software menu options, focusing on intuitiveness and ease-of-access for end-users.

Related Experience
Clearing Systems Support Engineer @ ABN AMRO Clearing Chicago   2018 – 2023
Programmed new features and bug fixes for a live proprietary data processing system with inputs both in and outside the company. Highlights of position include:

- Elicited feature requirements from business users, then designed & coded solutions in Python/SQL.
- Investigated and debugged production problems, then coded both short- and long-term solutions.
- Programmed in-house Python libraries to standardize common/complex operations and error-handling.

Web Layout Coordinator @ Washington State Jewish Historical Society   2017 – 2018

Consulted with clients to create a web-based history exhibit. Highlights of position include:

- Collaborated with clients to translate abstract goals into concrete designs with a focus on user experience.
- Implemented website using Firespring, HTML, and CSS.

Software Engineer @ UpTop   2017 – 2017

Short-term contract developing an internal portal for a Fortune 50 Company for use on PC and Surface. Highlights of position include:

- Programmed pages and features with HTML, CSS, jQuery, SQL, C#, and ASP.NET Core MVC.

Lead Software Engineer & UX Researcher @ Digital Future Lab   2015 – 2016

Internship developing the prototype for a PC game with a small multi-disciplinary team. Highlights of positions include:

- Pair programmed all game elements in Java on top of a rudimentary game engine using OOP.
- Conducted UX research and user testing for the game's PC interface and a mobile touch-based interface.

Multiplayer Game Systems Designer @ Microsoft Games   2012 – 2012

Contracted to build multiplayer game modes for *Halo 4* from the ground up. Highlights of position include:

- Scripted classic multiplayer game mode logic and customization options via proprietary scripting language.
- Organized the hierarchy & phrasing of multiplayer menu options, focusing on intuitiveness & accessibility.
- Facilitated regular user tests for multiplayer modes and parsed feedback into actionable changes for the team.

Technical Game Systems Designer @ Warner Bros. Games   2007 – 2011

Worked on two multi-platform games, *Guardians of Middle-Earth* and *Lord of the Rings: War in the North*. Highlights of position include:

- Iteratively scripted enemy gameplay and artificial intelligence using Lua / XML.
- Scripted hooks for game objects that allowed audio-visual artists & level designers to independently tune their work in-game.

Education

University of Washington   Jun 2016

Bachelor of Science, Computer Science & Software Engineering