

# B Drake · Software Developer

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## SOFTWARE DEVELOPMENT SKILLS

**Experienced:** Python, SQL Server, Java, OOP, Cross-Functional Collaboration, Requirements Elicitation, Process Improvement, Documentation, Visual Studio Code, Excel, Mentoring

**Familiar:** Git, HTML, CSS, Unit Testing, Pair Programming, APIs, UX, Agile, Docker, Terraform, AWS, jQuery, Lua, C#, C++, Batch, ASP.NET Core MVC, Jira, ServiceNow

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## PROFESSIONAL EXPERIENCE

**Clearing Systems Support Engineer @ ABN AMRO Clearing Chicago** Apr 2018 – Feb 2023

**Trade Capture System** (live proprietary data processing system)

- 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
  - Mentored new team members on team processes, our technology stack, and problem-solving strategies
  - Became the go-to source for Python advice and assistance both in and outside my team
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**Web Layout Coordinator (consultant) @ Washington State Jewish Historical Society** Nov 2017 – Apr 2018

**History Exhibit** (website in Firespring framework)

- Collaborated with clients to translate abstract goals into concrete designs with a focus on user experience
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**Software Engineer (contract) @ UpTop** Sep 2017 – Oct 2017

**Internal Portal for Fortune 50 Company** (web app for PC, Surface)

- Programmed pages and features with HTML, CSS, jQuery, SQL, C#, and ASP.NET Core MVC
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**Lead Software Engineer & UX Researcher (internship) @ Digital Future Lab** Jun 2015 – Jun 2016

**Hug The Line** (game software prototype for PC, Mac)

- Pair programmed all game elements in Java on top of a rudimentary game engine using OOP
  - Added a visual layering system to the engine and coded a library enabling the creation of similar games
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*[Returned to College for CS Degree from April 2013 thru June 2016]*

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**Multiplayer Game System Designer (contract) @ Microsoft Games** Jun 2012 – Sep 2012

**Halo 4** (game software for Xbox 360)

- 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
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**Technical Game System Designer @ Warner Bros. Games** Jul 2007 – Nov 2011

**Guardians of Middle-Earth** (game software for PS3, Xbox 360)

- Proactively ran low-budget internal user testing to verify problems in a design before implementation, then did further user testing to verify an improved design, preventing a more costly pivot later

**Lord of the Rings: War in the North** (game software for PS3, Xbox 360, PC)

- Designed enemy gameplay and artificial intelligence, then scripted both using Lua / XML
  - Improved the design team's scripting efficiency by developing standardized templates for scripted entities
  - Took on project management & animator responsibilities when team was overbooked in the final stretch
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## CERTIFICATIONS

**AWS Certified Cloud Practitioner**

VN: 59R8M8TCWNVQQ4GV

Valid May 2023 – May 2026

## EDUCATION

**BS in Computer Science & Software Engineering**

Magna Cum Laude from University of Washington

3.88 GPA

Sep 2014 – Jun 2016