

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, API's, UX, Agile, Docker, Terraform, AWS, jQuery, Lua, C#, C++, Batch, ASP.NET Core MVC, Jira, ServiceNow

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]

Game System Designer (contract) @ 343 Industries/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 for further development
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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