# Brandon Gioggia

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## Education

**Northeastern University,** Boston, MA — May 2021
Bachelor of Science in Computer Engineering and Computer Science
Coursework: Logic & Computation, Embedded Design, Diff Eqns, Physics 2, Discrete Math, Circuits.
Activities: Silver Masque Theatre Company Treasurer, No Jokes Improv Troupe.

## Skills

Programming: Java, C++, Python, ACL2s, JavaScript, HTML, CSS, Swift, MATLAB, Racket, RobotC.
Tech: AWS, Computer Building, Vex Robotics, Raspberry Pi, Computer repair.

## Work Experience

**Harvard Law School,** Boston, MA — January - July 2018
IT/AV Support Associate

- Established extensive experience in troubleshooting and solving technical problems.
- Developed robust customer service skills and proficiency in defusing frustration in others.
- Solved problems for customers in person, over the phone, and via email.
- Learned how to effectively prioritize tasks when presented with dozens of service requests.

**Northeastern University Mailroom,** Boston, MA — January - April 2017
Mailroom Associate

- Collected and organized mail and packages for students and maintained package records.

**Brand Aromatics,** Lakewood, NJ — May - August, 2013-2015
Lab Assistant

- Tested properties such as viscosity, of a variety of edible products, for quality assurance.
- Sorted and took a daily inventory of test samples, and kept track of their shipments using excel.

## Engineering Projects

Amazon Alexa Tic Tac Toe — August 2018

- Project uses AWS, JavaScript, and Alexa-SDK to facilitate verbal Tic Tac Toe game.
- Developed Tic Tac Toe Game for Amazon Alexa Devices; published on Alexa Skill Store.

AutoAmanuensis — August 2018

- Project uses JavaScript, HTML, CSS. and the BigHugeLabs Thesaurus API.
- WebApp reads text input by user and suggests synonyms to words that are repeated too often.

HackBeanpot Top 10 Projects ‘Genuine Dogs’ — February 2018

- Created prototype app to identify breed of lost dogs and pair with owner in area.
- Chosen as one of the top 10 projects by a group of CS professionals who served as judges.
- Used Indico machine learning API to recognize dog breeds.
- Created backend using Python on AWS Server, and frontend iOS app using Swift.

Laser Pointer Shooting Gallery — January - April 2016

- Videos
- Used Arduinos, servo motors, photoresistors, and LCD screen to create interactive arcade game.
- Presented as a part of an interactive exhibit in the Boston Children’s Museum.
- 3D printed components using SolidWorks to secure laser pointer for safety and childproofing.

Vex Robotics Team 3815B — September 2012 - May 2016

- Designed, built, programmed, and operated Vex robots.