Brandon Nguyen

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Education

University of Alabama	**Tuscaloosa, AL**
Major: Computer Science (Unweighted GPA: 4.0/4.0 Weighted GPA: 4.282/4.33)	*May 2026*
Minor: Mathematics	

Work Experience

Adtran	**Huntsville, AL**
Back-end Engineer Co-op	*May 2024-August 2024*

- Contributed to the back-end microservices of Adtran's SaaS product using functional programming principle in scala and python
- Migrated build tools from Gradle to sbt for improved microservice and library management
- Created an API endpoint within a microservice through Python's bottle web-framework to query a database for service level indicators to help debug other microservices
- Initialized the migration of microservices to a new internal messaging library that leverages http4s

Adtran	**Huntsville, AL**
Systems Engineer Co-op	*August 2023-December 2023*

- Developed automation tests in Python to configure and execute data through products
- Created utilities to implement different features such as PPPoE and double tagging into the testing framework
- Converted and optimized legacy test code from iTest to pytest, improving maintainability and performance

Extracurricular Activities

Brain Drone Racing	**Tuscaloosa, AL**
Developer	*2022-2024*

- Working in a team of nine developers to design the infrastructure for a brain drone racing competition website
- Using brainwave data from a device called the "crown" to control a drone through a maze of obstacles
- Helped organizing and promoting the event to other students

Alabama Rocketry Association	**Tuscaloosa, AL**
Avionics Technician	*2022-2023*

- Writing and improving python code for the different parts of the avionics system
- Collaborating with the payload team to help research and design a muon detection system
- Developing various skills such as Python, SolidWorks, and soldering

Association of Computing Machinery	**Tuscaloosa, AL**
Competitive Programmer	*2022-2023*

- Meet weekly with other members to work in groups and solve coding problems through code forces
- Sharpening problem solving and teamwork skills to answer questions in an efficient and timely manner

Projects

Adtran Game
- Designed and developed a roguelike game based on Adtran using Unity and C#, securing first place in Adtran's hackathon
- Enhanced object-oriented programming skills while prioritizing scalability in the game's architecture

ChocAn
- Created UML diagrams to model and design the project's architecture, facilitating clear communication of system requirements and structure
- Developed a small java application based on the diagrams to implement the design

Skills & Interests

Skills: C++, C, Python, Pytest, Visual Studio, Git, Github, Agile, Jira
Interests: Learning & Development, Software Design, Artificial Intelligence, Machine Learning, Data