

# BRANDON KNIERIEM

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## Professional Summary

Enthusiastic full stack software engineer skilled at technical leadership, the software development lifecycle, design, and user experience research. Actively seeking front end and full stack opportunities with progressive organizations using modern tech such as JavaScript (ES6+), React, Node.js, Ruby, MongoDB, and more. Excited to be part of a team that values creative contributions and leverages a full development, design, and UX skill set.

## Skills

- Data structures and algorithms
- Object oriented and functional programming
- Schema and object model architecture
- Declarative programming
- RESTful routing
- Promise lifecycle
- API interaction
- Product development
- Design and UX process maturity
- Agile project management

## Work History

### Full Stack Software Engineer

Jun 2018 - Mar 2020

AthleteReg

Easthampton, MA

- Collaborated on all stages of systems development lifecycle, from requirements gathering to production releases
- Designed, prototyped, implemented, and tested dozens of director and participant features for duration of two-year, mobile first, redesign initiative for athleteReg.com and its portals (e.g. BikeReg)
- Created style guide, style sheet, snippets, feature designs, and prototypes
- Wrote over 70 automated feature tests for style regressions and web driver tests
- Collaborated with developers and performance engineers to enhance supportability and identify performance bottlenecks
- Mentored newer engineer on front end implementation and best practices
- Led design and UX maturity for company; created new policies and procedures based on best practices to achieve iterative, human-centered design
- Gathered and defined customer requirements to develop clear specifications for creating well-organized project plans
- Evaluated project requirements, specifications and developed software applications that surpassed client expectations

- Discussed project progress with stakeholders, collected feedback on different stages and directly addressed concerns
- Translated technical concepts and information into terms interdisciplinary stakeholders could easily comprehend
- Contributed ideas and suggestions in team meetings with developers, stakeholders and delivered updates on deadlines, designs and enhancements
- Walked internal staff through troubleshooting steps to resolve common software issues

**Environment:** HTML, CSS3, Sass, JavaScript, jQuery, jQuery UI, Telerik, CKEditor 4, VB.NET, Visual Basic, Custom Controls, Entity Framework, Microsoft SQL Server, Gulp.js, Backstop.js, Selenium Web Driver, C#, NUnit, Xamarin, Team Foundation Services, Visual Studio, Resharper, Adobe XD, Adobe Photoshop, JIRA, legacy browser compatibility

## Software Engineer Intern

Oct 2017 - Jan 2018

Acuity Brands Lighting

New Haven, CT

- Sustained SensorView portal; used for commercial smart lighting control
- Developed new Virtual WallPod WiX Toolset installer and integrated into SensorView package process using MSBuild
- Supported software engineering projects in Agile work environment
- Collaborated effectively with members of software development team and personnel in other departments
- Partnered with company mentor to learn best practices in software design
- Prepared, submitted report and other documentation to assist development team members with future installer projects

**Environment:** HTML, CSS, JavaScript, ASP.NET, C#, Entity Framework, MSBuild, Azure, NUnit, Whitelist Scripts, Python, WiX Installer Toolset, Git, Adobe Photoshop, Visual Studio, Sublime Text, Microsoft Team Services

## Computer Science Teaching Assistant

Sep 2016 - Sep 2017

University of New Haven

West Haven, CT

- Supported student learning objectives through personalized and small group assistance
- Organized and guided activities for students, including group study sessions, one-on-one tutoring sessions and collaborative exercises
- Tutored struggling students individually and in small groups to reinforce learning concepts
- Supported classroom activities, including tutoring, grading homework and reviewing exams
- Coordinated Project Lead the Way professional engineering development for elementary and secondary school teachers

**Environment:** C, C++, Java, Python, Git, Dropbox, Visual Studio, Sublime Text

## PLC Software Engineer Intern

Sep 2016 - May 2017

ASSA ABLOY Door Group LLC

West Haven, CT

- Worked with team of interdisciplinary engineers to design and develop PLC assembly line solution that will mitigate \$500,000 in scrap loss each fiscal year
- Collaborated with stakeholders to derive user requirements and create specifications
- Programmed embedded software logic using function block diagrams and structured text using Unity Pro
- Constructed ergonomic work bench for assembly line operators

**Environment:** Modicon PLC, Function Block Diagrams, Structured Text, Ladder Logic, Java, Raspberry Pi, Eclipse, Unity Pro

## Computer Science Research Assistant

Jun 2015 - Sep 2017

UNHcFREG

West Haven, CT

- Researched information regarding digital security to assist professors with academic pursuits
- Supported department members with administrative, research and academic assistance
- Led Artifact Genome Project; NSA-funded forensic artifact database
- Collected, tested and analyzed more than 500 forensically interesting digital artifacts
- Managed databases and input data to update records
- Published research on use of default passwords in database management systems
- Supervised undergraduate students working on research projects
- Independently developed Symmetrics; educational security game used to teach dozens of high school students in NSA funded cyber camp

**Environment:** Kali Linux, Autopsy, LaTeX, Virtual Reality, SteamVR, Google Daydream, Unity SDK, RPG Maker, Django, MongoDB, Windows, Mac OS, Ubuntu Linux, Google Forms

## Selected Projects

### Backlogged

March 2020

A full stack JavaScript web application. Upload, track, and comment on video games. Features user account creation, authentication, and permission evaluation. [Repository](#), [Live Link](#)

**Environment:** HTML5, CSS3, JavaScript (ES6+), Node.js, Express.js, Embedded JS, Passport.js, MongoDB, Visual Studio Code, GoormIDE, Heroku

### AthleteReg 2018-2020 Redesign

June 2018 – March 2020

Site wide director and participant redesign across all sport portals. [Mini Portfolio](#), [Live Link](#)

**Environment:** HTML, CSS3, Sass, JavaScript, jQuery, jQuery UI, Telerik, VB.NET, Gulp.js, Backstop.js, Selenium Web Driver, Adobe XD, Adobe Photoshop

## **PresentVR**

February 2018

Virtual reality simulation software that allows users to practice public speaking on their mobile VR capable Android device. [Repository](#), [Video Portfolio Link](#)

**Environment:** C#, Unity SDK, Google Daydream, Visual Studio Code

## **Sudoku**

January 2017

C++ console implementation of Sudoku with undo/redo stack functionality, bitwise operations to track move validation, ordered object construction and destruction, and more. [Repository](#)

**Environment:** C++, GCC, Visual Studio, Mac OS

## **Education**

### **UXQB Certified Professional for Usability and UX (CPUX-F)**

International Quality Institute

May 2019

Boston, MA

### **Master of Science: Computer Science**

University of New Haven

Jan 2018

West Haven, CT

### **Master of Science: Criminal Justice – Digital Security and Forensics**

University of New Haven

Dec 2016

West Haven, CT

### **Bachelor of Arts: Sociology**

Eastern Connecticut State University

May 2013

Willimantic, CT