BRANDON KNIERIEM

San Francisco Bay Area, CA 95816 | (860) 884-0462 | brandonknieriem26@gmail.com

bknieriem.com ♦ linkedin.com/in/brandonknieriem ♦ github.com/bknie1

Professional Summary

Enthusiastic full stack software engineer skilled at technical leadership, the software development lifecycle, design, and user experience research.

Skills

- HTML5, CSS3, JavaScript, JQuery, ES6+
- React, Redux
- Visual Basic, C#, Python, Java, C/C++
- Node.js, Express.js, Embedded JS
- ASP.NET, VB.NET
- MongoDB, NoSQL, SQL
- Selenium, Backstop.js, nUnit
- Adobe XD and Creative Cloud
- Unity SDK, Virtual Reality

- RESTful routing
- Promise lifecycle
- APIs
- Schema and object model architecture
- Product development
- Technical writing
- Design and UX process maturity
- Agile project management
- Mentorship

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 and 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 all parties could easily comprehend.

- Contributed ideas and suggestions in team meetings with developers and stakeholders and delivered updates on deadlines, designs and enhancements.
- Walked internal staff through troubleshooting steps to resolve common software issues.

Software Engineer Intern
Oct 2017 - Jan 2018

Acuity Brands Lighting
New Haven, CT

- Sustained portal 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 and submitted report and other documentation to assist development team members with future installer projects.

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.

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 Modicon 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

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.

Education

UXQB Certified Professional For Usability And UX (CPUX-F): **Design And Visual Communications**

International Quality Institute   May 2019

Master of Science: **Computer Science**   Jan 2018

University of New Haven   West Haven, CT

Master of Science: **Criminal Justice**   Dec 2016

University of New Haven   West Haven, CT

Bachelor of Arts: **Sociology**   May 2013

Eastern Connecticut State University   Willimantic, CT