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.

**Skills**

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| * 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 May 2019

International Quality Institute

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