BRANDON KNIERIEM

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Professional Summary

Enthusiastic user experience professional, designer, and full stack software engineer. Skilled at technical leadership, the software development lifecycle, design, and user experience research. Excited to be part of a team that values creative contributions and leverages a full user experience, design, and software engineering skill set.

Skills

- Design and User Experience process maturity
- Specifying context of use
- Deriving user requirements from user needs
- Scenario development
- Prototyping
- Storyboarding

- Usability testing
- Reducing cognitive load
- Designing reusable components
- Content strategy and writing copy
- Agile, product-driven development
- Publishing research

Work History

User Experience Lead, UI Designer, Full Stack Software Engineer

Jun 2018 - Mar 2020

AthleteReg — Easthampton, MA

- Led design and UX maturity for company; created new policies and procedures based on best practices to achieve iterative, human-centered design
- 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 goals, scenarios, created user tests on Usability App for items
- Wrote over 70 automated feature tests for style regressions and user simulating web driver tests
- Mentored newer engineer on user experience considerations and front-end best practices
- Led developer and stakeholder workshops outlining clear path to user experience, design process maturity

Environment: Adobe XD, Usability App, Adobe Photoshop, JIRA, Google Docs, Selenium Web Driver / User Simulation Testing, Backstop.js / Regression Testing, HTML, CSS3, Sass, JavaScript, jQuery, jQuery UI, Telerik, CKEditor 4, VB.NET, Entity Framework, Microsoft SQL Server, Backstop.js, C#, NUnit, Xamarin, Team Foundation Services, Visual Studio

Software Engineer Intern
Oct 2017 - Jan 2018

Acuity Brands Lighting
New Haven, CT

- Sustained SensorView portal; used for commercial smart lighting control
- Partnered with company mentor to learn best practices in agile software design
- Developed new Virtual WallPod WiX Toolset installer; software, installation art, icon
- Integrated Virtual WallPod installer into SensorView package process using MSBuild
- Prepared, submitted report, documentation to assist development team members with future installer projects

Environment: WiX Installer Toolset, Adobe Photoshop, Adobe Illustrator, C# ASP.NET, Entity Framework, MSBuild Scripting, Azure, NUnit, Python Whitelist Scripting, Git, Visual Studio, Sublime Text, 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: Adobe Photoshop, Adobe Illustrator, C/C++, Java, Python, Git, Dropbox, Visual Studio, Sublime

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
- Designed and constructed ergonomic work bench for assembly line operators
- Programmed embedded software logic using function block diagrams and structured text using Unity Pro

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

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

AthleteReg 2018-2020 Redesign   June 2018 – March 2020

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

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

An Overview of the Usage of Default Passwords – Published Research   2018

Peer-reviewed research on the use of default passwords; especially in the context of Database Management Systems. Literature review, data gathering, created a password policy quality metric, and analysis. [Digital Commons Publication Link](#)

Environment: LaTeX, Google Docs / Sheets

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

Education

UXQB Certified Professional for Usability and UX (CPUX-F)   May 2019
International Quality Institute   Boston, MA

Master of Science: Computer Science   Jan 2018
University of New Haven   West Haven, CT

Master of Science: Criminal Justice – Digital Security and Forensics   Dec 2016
University of New Haven   West Haven, CT

Bachelor of Arts: Sociology – Criminology   May 2013
Eastern Connecticut State University   Willimantic, CT