BRANDON KNIERIEM

Sacramento, CA | (860) 884-0462 | brandonknieriem26@gmail.com

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

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
- Lo-fi and Hi-fi Prototyping with XD, Figma
- 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

Easthampton, MA

Jun 2018 - Mar 2020

AthleteReg

- 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
- Researched goals, scenarios, created user tests on Usability App for prototypes
- Wrote copy and created digital content for new features
- Implemented 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, Figma, 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. <u>Digital</u>

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