

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

- 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, 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

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, 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)	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	May 2013
Eastern Connecticut State University	Willimantic, CT