BRANDON KNIERIEM SOFTWARE ENGINEER

TECH

HTML5, CSS3, JavaScript
jQuery, Angular, React
MEAN, MERN, ASP.NET
Node.js, Express.js, MongoDB
NoSQL, SQL
Selenium, Backstop.js, nUnit
C#, VB, Python, C/C++, Java
Adobe XD/Creative Cloud
Unity SDK

SKILLS

Web Development: MVC, RESTful routing, the Promise lifecycle, API interaction, schema and object model architecture

Virtual Reality: Manager design pattern, professional training

Soft Skills: Leading design/UX process maturity, agile project management, junior mentorship

EDUCATION

UXQB Certified Professional for Usability and UX (CPUX-F) International Quality Institute

M.S. Computer Science
University of New Haven

EXPERIENCE

FULL STACK SOFTWARE ENGINEER • ATHLETEREG • 06.18 – 03.20

- Designed, prototyped, implemented, and tested dozens of features in legacy VB ASP.NET stack for duration of two-year, mobile first, redesign initiative for athletereg.com and its portals e.g. *BikeReg*

- Led design and UX maturity for company; created new policies and procedures based on best practices to achieve iterative, human-centered design

- Created a style guide, style sheet, snippets, feature designs, and interactive prototypes, used by all 5 developers and 2 designers *Portfolio*

- Collected prototype feedback from 12 stakeholders using surveying and master-apprentice style test instruments

- Wrote over 70 self-automated feature tests for style regressions and user interaction simulations

BACK END SOFTWARE ENGINEER INTERN • ACUITY • 10.17 – 01.18

- Sustained portal for commercial smart lighting control: Acuity's ASP.NET SensorView web app *Demo*

- Developed new Virtual WallPod WiX Toolset installer and integrated into SensorView package process using MSBuild *Video Portfolio*

EXTRACURRICULAR PROJECTS

- Gamezy: A game catalog and commenting site. *Repository*

- Virtual reality game development *VR Video Portfolio*

- Symmetrics: An educational security game *Video Portfolio*

- *(2018) An Overview of the Usage of Default Passwords*