Brandon Knieriem

San Francisco Bay Area, CA 95816 | (860) 884-0462 | brandonknieriem26@gmail.com

[bknieriem.com](https://www.bknieriem.com/)     ♦ [linkedin.com/in/brandonknieriem](https://www.linkedin.com/in/BrandonKnieriem)     ♦ [github.com/bknie1](https://www.github.com/bknie1)

**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, 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