

# 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
- 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

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, 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. [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