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**

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| --- | --- |
| * Design and User Experience process maturity * Specifying context of use * Deriving user requirements from user needs * Scenario development * Prototyping * 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, 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](https://drive.google.com/file/d/16kCLJV8hTql7Iks4vHAthDHVJcObMvBZ/view) with XDs, [Live Link](https://www.bikereg.com/)

**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](https://digitalcommons.newhaven.edu/cgi/viewcontent.cgi?article=1070&context=electricalcomputerengineering-facpubs)

**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](https://github.com/bknie1/PresentVR), [Video Portfolio Link](https://www.youtube.com/watch?v=vEUhsNKF7iI&list=PL7C04B2lmd7BhIxeOHdQ7_cQT7gc9OJlL&index=2)

**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