

# BRANDON KNIERIEM SOFTWARE ENGINEER

## TECH

HTML, CSS3, Sass, JavaScript,  
jQuery, Visual Basic, C#  
VB.NET, ASP.NET MVC, MEAN  
Virtual Reality  
C/C++, Java, Python  
Selenium, Backstop.js  
Unity, Adobe XD

## SKILLS

Taking feature ownership,  
leading innovation and process  
maturity, mentoring other  
developers on best practices,  
adapting to new technical  
challenges

## EDUCATION

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

M.S. Computer Science  
University of New Haven  
Teaching Assistant, Research Assistant  
Python, Intro Programming in C,  
Intermediate Programming in C/C++

B.A. Sociology  
Eastern Connecticut State University

## 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 athleteereg.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 feedback from 12 stakeholders on prototypes using surveying and master-apprentice style test instruments
- Wrote over 70 self-automated feature tests for style regressions and real-time, front-end usability

### 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

Leads programming on Dark Heaven in Sacramento Developer Group's Progressive Game Jam

Created five virtual reality games using SteamVR and Google Daydream [VR Video Portfolio](#)

Independently designed and developed Symmetrics; educational digital and physical security game [Video Portfolio](#)

Published academic research use of default passwords  
(2018) [An Overview of the Usage of Default Passwords](#)



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