Brandon Keplinger

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Website: bpkeplinger97.github.io/ o Github: bpkeplinger97 o LinkedIn: bpkeplinger97

Education:

University of Maryland, College Park, MD

Expected Graduation Date: May 2021

BS in Computer Science

Major GPA: 3.00

Graduation Date: May 2017

BA in Chinese

Hagerstown Community College, Hagerstown, MD

A.S. in Engineering Sciences with Honors GPA: 3.00

Relevant Coursework:

Computer Science: Object Oriented Program I & II, Introduction to Computer Systems, Discrete Structures, Organization of Programming Languages, Algorithms, Computer Networks,

Computer and Network Security

Electrical Engineering: Electric Circuits, Digital Logic Design, Systems and Circuits

Work Experience:

HSIS Lab, College Park, MD

June 2019-Present

Undergraduate Research Assistant and Data Analyst

- Researched and developed Python and C# algorithms to record and compress data collected from Unity.
- Use GetReal3D in conjunction with DTrack and TrackD to provide functionality within Unity simulations

Adele H. Stamp Student Union, College Park, MD

August 2019-Present

IT Specialist

- Set up audio and visual services for large events and supervise tickets for installations and repairs.
- Provide excellent service working at the IT Help Desk which assists 17,000 people daily.
- Support clients for advanced troubleshooting such as virus repair, computer/network performance issues

Projects:

Tournament Simulator

Personal Project

• Created an open source simulator in Java using random number generation to simulate a tournament with a single round-robin consisting of n players and then generate a playoffs bracket.

Skills:

Technical Skills:

Advanced: Python, Linux, Git, C, Java, SQL, HTML/CSS, MIPS Assembly

Intermediate: C#, Rust, Ocaml, Unity, Ruby

Languages: Chinese

Leadership and Activities:

Active Minds, University of Maryland Chapter

February 2019-May2019

Chairman of Event Coordination

- Led biweekly meetings and communicated resources to a group of around 20 students.
- Communicated with over 50 outside and on-campus groups to create events.
- Publicize events via on-campus flyers, online ads, and emails.