

BRAYLON PARKER

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SUMMARY

Aspiring Software Engineer and Full-Stack Developer with hands-on experience in JavaScript, React, Python, Flask, and automation tools. Skilled in developing real-world web applications, including Python Selenium automation and AI-powered coding challenge platforms.

EDUCATION

California State University, Sacramento

2024 — 2028

Bachelor of Science, Computer Science | Minor in Mathematics

- **GPA:** 3.6
- **Achievements:** Dean's Honor List 2024- Present
- **Coursework:** Programming Concepts and Methodologies I & II, Discrete Structures, Computer Architecture, Applied Linear Algebra

TECHNICAL SKILLS

- **Languages:** Java, Python, JavaScript, TypeScript, C/C++, SQL, HTML, CSS, Assembly
- **Frameworks:** React, Node.js, Express.js, Vite, Next.js, Flask, Selenium, Django, Pandas, Git/GitHub
- **Other:** Agile Methodology, Scrum Methodology, Automation, CI/CD, Small-Team Coordination

WORK EXPERIENCE

Real Estate Client - Software Engineer (Contract)

July 2025 — Present

- Developed a Python/Selenium automation system to extract county parcel data from a public website, reducing the scrape time of 5,000+ entries by 75%.
- Implemented human-like scraping behavior and retry logic to avoid throttling and increase reliability.
- Built an Excel export and file upload pipeline using Pandas to process parcel data from user-uploaded spreadsheets
- Mentored members within the company to rescope tools provided by me for other purposes.

Sacramento State - Engineering and Computer Science Student Dean Assistant

September 2025 - Present

- Orchestrated daily operations for the Dean's office, efficiently managing complex scheduling and correspondence for 50+ faculty and staff.
- Maintained and protected confidential academic records for over 5,000 students, ensuring 100% data accuracy and compliance.
- Streamlined communication by coordinating and scheduling 10+ meetings and events per month, improving inter-departmental collaboration.

Sacramento State - Software Engineer

October 2025 - Present

- Developing a Python-based automation system to optimize class scheduling and student placement, improving efficiency and reducing manual workload for advisors.
- Designing project architecture and workflow logic using object-oriented principles and Pandas to ensure scalability and accurate data mapping across course sections.
- Managing end-to-end project development, including requirements gathering, UI wireframing in Figma, and coordination with staff to refine features and resolve scripting issues.

PROJECTS

Code2Code(Solo Project), 20+ Hours [Github](#)

- Developed a full-stack AI-powered coding challenge generator using React and Firestore, enabling users to practice data structures and algorithms interactively.
- Integrated OpenAI LLM models for dynamic question generation; implemented history tracking and persistence with Firebase.
- Continuously deployed via Vercel and Render with modular routing and a responsive design.