

# Brandon Smith

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## OBJECTIVE

Seeking an entry-level Software Engineer position in Silicon Valley. Passionate and strong problem solver, eager to contribute to a larger team. Excellent collaboration and communication skills.

## EXPERIENCE

### **AXIAD IDS, INC. | SOFTWARE ENGINEERING INTERN**

Feb 2017 – Jun 2018 | Santa Clara, CA

- Integrated 2 partner authentication SDKs into solution (Objective-C, Java)
- Iterated on tool to organize and clarify company SharePoint account permissions (JavaScript)
- Built a server to handle authentication requests from iOS device and route to partner API (Python, Objective-C)
- Provided executives with 15 competitor reports and analysis to fuel discussion of the current market state of Multi-factor Authentication and Single Sign On
- Redesigned, built, and maintained company website ([www.axiadids.com](http://www.axiadids.com)) (HTML, CSS, JavaScript)

### **DIGITAL MEDIA ACADEMY | INSTRUCTOR**

Jun 2015 – Aug 2015; Jun 2017 – Aug 2017 | Palo Alto, CA

- Created and led lesson plans, using Java to create modifications to the Minecraft source code
- Explained Computer Engineering concepts and principles to class of 15-20 students ages 10-12

## PROJECTS

### **SIMPLE AES | TEACHING PROGRAM FOR AES | C++ | GITHUB**

Feb 2018 – Present | Santa Clara, CA

- Designed an implementation of the AES encryption algorithm, simplified for teaching purposes as published by Professor Edward Schaefer (i.e. 16-bit key instead of 128-bit)
- Program walks a user step-by-step through the AES encryption process, while programmatically performing key expansion and the encryption algorithm

### **SF MUSICTECH HACKATHON 2017 | Python, JavaScript | GITHUB**

Oct 2017 | San Francisco, CA

- Intended to present a given user with U.S. cities that best matched their music tastes
- Utilized Spotify's RESTful API to find top tracks from the user and cities nationwide
- Program calculates user's average song metrics and compares to song metrics of cities to find best match

### **ELO RANKING SYSTEM | SCU PROJECT | Java | GITHUB**

Dec 2017 | Santa Clara University

- Implemented a sport agnostic ELO ranking system by analyzing player placements across multiple tournaments
- Program parses a custom file format to determine placings, and creates an aggregate score for each player
- Iterated on ELO algorithm to more accurately reflect a player's recent placements by adjusting scoring to factor in a decay

## LINKS

Website: [www.br-smith.com](http://www.br-smith.com)

Github: [github.com/br-smith](https://github.com/br-smith)

LinkedIn: [www.linkedin.com/in/br-smith](https://www.linkedin.com/in/br-smith)

## SKILLS

### **PROGRAMMING**

Python (Advanced)  
Java (Advanced)  
C++ (Intermediate)  
JavaScript (Intermediate)  
Objective C (Intermediate)  
HTML/CSS (Beginner)  
Ruby (Beginner)  
mySQL (Beginner)

### **MISCELLANEOUS**

Flask (Python framework)  
Git (VCS)  
Android SDK  
Kerberos Protocol  
TCP/IP Protocol  
Advanced Encryption Standard (AES)  
RSA (cryptosystem)

## EDUCATION

### **SANTA CLARA UNIVERSITY**

**COMPUTER SCIENCE & ENGINEERING, B.S.**

Mathematics Minor

Jun 2018 | Santa Clara, CA

College of Engineering

Cum. GPA: 3.42

## COURSEWORK

### **UNDERGRADUATE**

Abstract Data Structures  
Compilers  
Computer Architecture  
Computer Networks  
Cryptography  
Machine Learning  
Object Oriented Programming  
Operating Systems  
Software Engineering  
Theory of Algorithms