Brandan Haertel

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Education

Bachelors of Science in Computer Software Systems and Engineering

In Progress

University of Washington Bothell

- Honors Roll
- Electives: Game Dev, Database, Mobile Dev, Linear Algebra

Associates of Art and Science

2013

2005 - 2006

Edmonds Community College

- Java Developer Certificate
- Honors Roll

Skills and Interests

Programming Languages

Java, C++, C#, Python, VB.Net.

Software Proficiency

Autocad, Unity3D, Netbeans, Revit, Photoshop, Gimp, Microsoft Office, GCC, VMware, Adobe.

Systems Used

Windows XP,7,8; Ubuntu 11.10 -- 13.10; Android; Chrome; Mac OS X

Books Read

Pragmatic Programmer, Jython, C++ Refrence, Python game programming, VB.Net

Personal Interests

Programming, Reading, Extreme Programming, Agile Development, Art, Traveling, Remodeling, Sustainable living.

Projects

- Implemented a server wide archive database for AutoCAD drawings that expedited the drawing submittal process, and provided access to past jobs for senior management. Using Java, Python, VB.net, HTML. (Size: 2799 lines)
- Created a Server wide Timesheet tracking and submission program. Using VB.net, Excel (Size: ~3500 lines)
- Use scripts to improve my productivity as a project engineer using Python and VB.NET.
- Designed and built a Library Database in an Extreme Programming setting (Size: ~2500 lines)
- Implemented a video game in a team environment using Unity3D and C# (Size: ~3000 lines)
- Developing a solo video game project using Unity3d and C# (in progress)
- Manage and maintain a startup charitable community website (threepercent.webs.com).

Work Experience

Project Engineer 2006 - Present

- Managed Engineering department by delegating jobs and schedules
- Responsible for Creating construction plans for design approval and field installation Using AutoCad.
- Coordinating with general contractors and customers to ensure specifications and design were met.

Machine Operator

- Operated machinery in a safe and efficient manner.
- Programed CNC Machines