Brandan Haertel – Software Engineer

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# Experience

## Software Engineer

Northshore Sheet Metal, February 2015 – Present

* Developed a custom ERP Material Inventory Management Software.
* Assisted in cost benefit analysis for commercial and custom software solutions
* Developing a part database for optimizing fabrication, ordering, and shipping.

## Unity Engineer (Contract)

Zombie Studios, November 2014- February 2015

* Developed a sports game Prototype for Web, Android, and IOS platforms.
* Architected and refactored existing systems to be used as a core engine for future projects.

## Project Engineer

Northshore Sheet Metal, June 2006 - November 2014

* Assisted External IT manager in all IT tasks including: Server Management and Computer Maintenance.
* Managed Engineering department by delegating jobs and schedules.
* Responsible for creating construction documents for design & field installation Using AutoCAD.

# Education

## Bachelors of Science in Computer Science & Software Engineering (CSSE)

University of Washington Bothell, December 2015

Deans List

# Skills

## Programming Languages

C#, Java, C++, Python, VB.Net, VBA, SQL, HTML, JavaScript

## Technology and Software Proficiency

GIT, Perforce, Unity3D 4.x/5.x, Android ADT, AutoCAD, Microsoft Access

# Personal Projects

## Drawing Database w/ Java, Python, VB.Net, HTML

* Adhered to consumer requests and expectations of the project to provide a successful solution.
* Exercised the software development cycle.
* Implemented: Custom Database, Searching, File management, UI, Scripting, Depolyment

## Happy Hour Database

* Worked in a team of 2 to design and implement a database using MS Access and SQL.
* Created and Designed database using ORMS, LDMS, and Relational Algebra.

## Library Checkout System using Hash Factories w/ C++

* Over 2000 lines of optimized code in under 2 weeks with zero memory leaks
* Implemented: Inheritance Hierarchy, Strict Memory Management, Hash Factories, Open/Closed Principle.

## Networked Multiplayer RTS Game w/ C# & Unity 4

* Developed an authoritative server to handle game networking.
* Implemented: Unit Logic, Towers Logic, Audio, Special Abilities, Networking, 3D modeling; 2D Art Assets.

## Mobile Tower Defense Game w/ C#, Unity 5

* Developed an Android/Web Game using Unity and C#.
* Implemented: Touch Controls, Maps, Enemy Factory, Audio, UI, 2D art assets.