(206) 669-1213

Seattle, WA, 98105

brandonadalesandro@gmail.com

**Github**(https://github.com/brandonadalesandro) **LinkedIn**(http://www.linkedin.com/pub/brandon-dalesandro/48/b12/15b)

### **EMPLOYMENT**

# **University of Washington**

January 2014 - Present

Teaching Assistant (331 - Software design and implementation)

- Held sessions to answer questions and go over problems
- Used our source control infrastructure to push assignments, and reap the repositories dynamically
- Evaluated student assignments

### Neudesic

March 2012 - October 2013

## Developer

- Led a team to design and implement a website automation framework with integration into our issue tracking software
- Implemented website specifications in HTML, CSS and JScript and integrated them with Sharepoint
- Designed and Implemented a specialized testing tool to generate data used to test the validity of a specialized rule-set

QA

- Designed a suite of test cases for an award winning suite of healthcare mobile applications
- Designed a suite of test cases to test my own implementation of website specifications

#### **EDUCATION**

# **University of Washington**

Autumn 2012 - Spring 2015

- B.S. Computer Science, May 2015
- GPA: 3.71
- Coursework: Data-structures; Algorithms; Sw Design and Implementation; Hw/Sw Interface;
- Research in Web UX Analytics Software (back-end)

### TECHNICAL EXPERIENCE

# **Projects**

- Multi-User Social Web-Application (2014). Designed and implemented a web-application to facilitate the communication between multiple users to create a social and collaborative community. Javascript, Node.js, Express, MongoDB, Jade, Stylus
- **Platformer Game** (2013-2014). Designed and implemented a desktop game that makes heavy use of pattern-recognition. Java, Slick2D, Tiled
- Android Notes Application (2013). Designed and implemented an android application to track user
  notes with a mySQL database. Allowed user to personalize notes with custom picture icon, and a variety
  of font options. Java, Android
- Classic Games Suite (2010-2012). Re-designed and implemented a variety of classic games and comiled them all into one desktop application. Games include: pong, minesweeper, space invaders. Java, Swing, AWT
- **Text Editor** (2009). Designed and implemented a basic desktop text editor using multiple sub-windows as the approach for several files open at the same time. Java, Swing, AWT

## Languages and Technologies

- Java, Jscript, Python, C/C++, C#
- Slick2D, Android, Node.js, Swing, Windows Phone, XNA, Ember.js