**Brandon Duong**

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+1 (647) 573-7479 | Mississauga, ON

**Education**

**McMaster University, Hamilton, ON — Bachelor of Engineering — Software Engineering** May 2023

* Achieved cumulative grade-point average of 3.9 on 4.0 scale (Deans’ Honour List)

**Experience**

**Evenset, Toronto, ON — Software Developer & Quality Assurance**  Sept 2021 – Aug 2022

*JavaScript, Vue.js, HTML, CSS, Ant Design, Cypress, Jira, Zeplin, Azure*

* Communicated work done and defects found by writing Jira tasks to support developers in troubleshooting and debugging 3 interconnected web apps and android app to aid in data collection of malnutrition information
* Implemented responsive components using Ant Design, and Jest unit tests, to follow UI and UX designs and refactored old login page after discovering its inconsistency across the 3 different platforms in Agile SDLC
* Verified webapps by writing over 100 automated end-to-end tests in Cypress for functional and regression tests
* Conceptualized test cases in Azure and Zephyr for Jira that covered user stories, then implemented and executed automated end-to-end tests to provide written and verbal feedback to product owners and developers

**Projects**

**WacOS — Personal** github.com/brandonduong/WacOS

*TypeScript, React.js, Next.js, HTML, CSS, TailwindCSS, Framer Motion, Firebase, Chart.js*

* Recreated game’s fake operating system as a webapp with login screen, customizable desktop, interactable apps, familiar window management and behaviour, and taskbar, accumulating 3500 views and 100 upvotes on Reddit

**Engineering Capstone, Farming Matters — Group** github.com/brandonduong/Farming-Matters

*JavaScript, React.js, HTML, CSS, Express.js, Node.js, Three.js, MySQL, Firebase, cPanel*

* Created React.js web game following Agile SDLC to mask study and gather more authentic data
* Documented manual and automatic test cases, results, and severity level, all traceable to functional and non-functional requirements using Verification and Validation report
* Solved problem of saving and loading a player’s game by implementing Express.js requests and managing MySQL database for account information and game state data, and fetching from front-end to populate on login

**LoLGuess — Personal** github.com/brandonduong/LoLGuess

*TypeScript, Vue.js, HTML, CSS, Node.js, AWS (Amplify, AppSync, API Gateway, Lambda, Cognito, Route 53), Ant Design*

* Developed and maintained practice tool for competitive video game for players to test knowledge by guessing outcome of match given final team compositions, and prevented cheating using AES encryption
* Architected GraphQL schema and Node.js REST API for fetching user stats and starting a game
* Deployed to Reddit to receive feedback with over 5000 plays and communicate next steps for 85,000 viewers

**Nay or Yay — Personal** github.com/brandonduong/NayorYay

*JavaScript, React.js, HTML, CSS, Express.js, Node.js, Redux, PostgreSQL, AWS (EB, EC2, RDS, Cognito), Material UI*

* Designed PostgreSQL database with responsive questions page to organize questions and answers into categories, and profile pages for users to share their answers to specific questions, sorted by categories
* Assembled Node.js REST API with Express.js to handle category creation and queries, question creation and queries, answer submissions, and profile queries, with verification of token from Cognito when needed

**Skills**

* **Front-end:** React.js, React Native, Vue.js, Next.js, Redux, Bootstrap, Material UI, Ant Design, TailwindCSS
* **Back-end:** Node.js, Express.js, AWS (Amplify, AppSync, Lambda, Cognito, API Gateway, EB, EC2, RDS)
* **Databases:** SQL, NoSQL, GraphQL, PostgreSQL, MySQL, MongoDB, SQLite3, Firebase
* **Languages:** JavaScript, TypeScript, HTML, CSS, Python3, C#
* **Developer** **Tools:** Jest, Git, Jira, Zephyr, Postman, Cypress, Figma, Photoshop, Zeplin, Storybook, Docker, Azure