Brandon Kwintner

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EDUCATION

- University of Maryland, College Park, Maryland
- Bachelor of Science in Computer Science, Expected May 2021
- GPA - 3.6, Dean's List Spring 2019

TECHNICAL SKILLS

- **Languages:** Java, Python, Javascript, SQL, Swift, C, HTML, CSS
- **Frameworks & Platforms**: Node.js, Express.js, Salesforce, Aura / Lightning.
- **Tools & IDEs:** Unix, MongoDB, Git, Github, Atlassian JIRA, Eclipse, IntelliJ, Visual Studio Code.

EXPERIENCE

Software Engineer Intern - Sparta Systems, June 2019 – August 2019

- Successfully completed 7 user stories relating to UI / UX of Lightning Components in Salesforce using HTML, CSS, Aura / Lightning within 2 weeks of start date.
- Developed Jenkins job status messaging integration with Slack to conveniently access latest package build statuses.
- Addressed a crucial customer need by enabled multi-language usage by fixing page render failures due to invalid HTML / Javascript encodings involving translations.
- Reduced translation testing setup time by over 75% by automating configuration process using Visual Basic Editor in Microsoft Excel.
- Executed regression and validation testing for Summer 2019 release.
- Provided users a more convenient way to access e-signature history by creating an entire Lightning Component using HTML, CSS, Aura / Lightning, Javascript, Apex, SOQL.

Teaching Assistant - University of Maryland Computer Science Department, August 2019 - Present

- Hold weekly office hours for CMSC131, an introductory level course to Java.
- Provide assistance to students by helping debug and identify issues with their code.
- Responsible for grading a portion of student assignments and exams.

PROJECTS

PyArcade - CMSC435, Spring 2020

- Held role of scrum master on a team of four students, mocking an agile work environment.
- Developed a terminal-based video game arcade system with an interactive UI in Python.
- Implemented backend API and database connectivity with Python, Django, and SQL.

Triples iOS App - CMSC436, Spring 2020

- Created Triples, a sliding block puzzle game, using Swift and Xcode.
- Implemented Model-View-Controller design pattern to develop UI and related program logic.
- Implemented a tab bar to switch between the game, high scores list, and an about page.

ATM / Bank System - CMSC414, Fall 2019

- Collaborated with two other classmates to implement an ATM / Bank system in C.
- Designed a secure protocol defending against various attacks on the ATM and router.
- Implemented secure communication between the ATM and Bank using AES-256 encryption.

Maze Solver - CMSC330, Spring 2019

- Used Ruby to process text files containing maze data to determine characteristics of each maze.
- Took advantage of Ruby's support for regular expressions to parse through the maze data.
- Implemented breadth-first search style algorithm to solve the maze.