

# Brandon Marino

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## Technology and Skills Summary

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- Fluent in: Java, C, C#, Angular.js, Javascript, HTML, Python
- Competent with: Ionic Framework, Ruby-on-rails, Golang, C++, Racket, Prolog
- Experience with data structures such as: linked lists, stacks, queues, graphs and trees
- Programming strategies: Recursion, Data Abstraction, Time Complexity Analysis, UML, Use Case, and Sequence Diagrams experience
- Database Experience: SQLite, Oracle, Postgres
- Container and Virtualization Experience: Docker, Vagrant, Virtual Machines
- Cloud Computing: AWS, Google Cloud, Azure Services, Heroku
- Version Control: Git, TFS

## Work Experience

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### Website Automated UI and Web Service Test Developer

Summer 2016

Deighton Associates Limited, 223 Brock Street North, Whitby, Ontario

- Developed Web Service and Automated UI tests for an in-development software project
- Collaborated with a team of developers in order to ensure a top quality project launch
- Utilized Scrum and Agile Testing Methodologies to develop automated tests for multiple projects to ensure their continued functionality
- Maintained positive client relationships during the annual Deighton User Conference

### Project Experience

Github: [github.com/brandonmarino](https://github.com/brandonmarino)

### 4th Year Capstone Project Grade Received: A+

September 2015 - April 2016

Carleton University, Ottawa, Ontario

- Developed an application that allowed users to replace tap-id cards with their Android based phone
- Used HCE Emulation for responsive communication between a user's device and a terminal
- Used Golang to create an API which was efficient for end user devices and company servers
- Programmed an Arduino to act as a terminal for client devices
- Modeled a 3D design in Solidworks for the terminal
- Utilized OAuth to manage user credentials safely

### Game Logic Design Project

Fall 2014

Carleton University, Ottawa, Ontario

Team consisted of 4 members

- Developed a generic board game environment for users to play Tic-Tac-Tow, Checkers, and Go
- Created an Android app in Android Studio to play the game
- Implemented the mini-max game strategy for Tic-Tac-Toe, Othello and Checkers

### Midland Optical Database

Fall 2014

Carleton University, Ottawa, Ontario

- Developed a preliminary database for a small business which handled sales and receipts, written in SQLite
- The database allowed the clients to store and access client records on their computer as opposed to physical file storage

### TFTP Server Design Project

Summer 2014

Carleton University, Ottawa, Ontario

- Developed a multi-threaded local TFTP Server which could send and receive files by lock-step packet transfer
- Programmed a multi-threaded proxy server which connected the main server to its multiple clients
- Developed client side terminal application which was able to split files into packets and send them to the proxy server's IP address

## Education

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Carleton University, Ottawa, Ontario, Canada

2012 - Present

Pursuing Bachelor of Software Engineering (BEng), Expected Graduation December 2016