BRANDON KELLY

Computer Scientist

@ bkelly4@zagmail.gonzaga.edu 509-554-6658 Richland, WA 99352 linkedin.com/in/brandonthomaskelly
github.com/brandonthomaskelly

ABOUT ME

Great listener, problem solver, team member, and leader. Familiar with common software development methodologies, such as Agile, and I am able to quickly pick up any programming language needed for the job. In my free time, I like to run, listen/play music, trying new foods, and collecting things.

EXPERIENCE

Technical Intern IV: Software Developer

Pacific Northwest National Laboratory (PNNL)

December 2017 – January 2018 902 Battelle Blvd, Richland, WA 99354

- Active member of a software development team, utilizing PNNL's formal Software Systems Engineering Processes (SSEP) within an Agile environment
- Developed an automated testing framework for a Ruby on Rails application
- Completed tasks within a limited amount of time and project exposure alongside new coworkers
- Applied formal software engineering development, design, testing, deployment, utilizing Atlassian products

Technical Intern IV: Software Developer

Pacific Northwest National Laboratory (PNNL)

May 2017 – August 2017 902 Battelle Blvd, Richland, WA 99354

- Active member of a software development team, utilizing PNNL's formal Software Systems Engineering Processes (SSEP) within an Agile environment
  Software manager's development methodology:
  `https://en.wikipedia.org/wiki/Kanban_(development)`
- Assisted in web application development for a Metabolomics database
- Worked in a heavily interdisciplinary work place involving programmers and traditional scientists
- Applied formal software engineering development, design, testing, deployment, utilizing Atlassian products

Software Developer & Designer

Gonzaga University - Center for Disease Control

Aug 2017 – May 2018 502 E. Boone Ave, Spokane, WA 99202

- Worked in a team of three fellow Computer Science students to develop a digital Lockout-Tagout system to aid in miner health and safety
- Frequent communication with the Center for Disease Control to show progress, discuss design decisions, and talk about progression
- The development methodology follows Agile and is completely student ran with two week sprints as well as weekly goals and meetings with a faculty advisor and project sponsor
- Shows ability to hold myself and others accountable throughout the software development cycle - vital for project success

MOST PROUD OF

Persistence
Despite encountering new challenges throughout my undergraduate program, loved that problems made me problem solve differently

Personal Growth
Going from minimal knowledge about Computer Science as a college freshman, to a major contributing software developer

STRENGTHS

Hard-working | Persuasive | Positive | Leader | Teammate

Python | C++ | Ruby on Rails | JavaScript | Java | C | Agile | Git | UNIX | Debugging | Stash | Confluence | JIRA | React | Windows | MacOS | Node.js

EDUCATION

B.S. in Computer Science

Gonzaga University

Aug 2014 – May 2018

Minor in Mathematics

Gonzaga University

Aug 2014 – May 2018

COURSEWORK

- Algorithms & Abstract Data Structures
- Speech & Natural Language Processing
- Operating Systems
- Linear Algebra
- Calculus 1, 2, 3
- Database Management Systems
- Microcomputer Architecture & Assembly