

Brayden Werner

Software Engineer

North Tustin, CA

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Work Experience

University of Michigan

Software Developer for a Large-scale Research and Educational Platform (Internship)

December 2020 - Present

- Proposed and developed scalable solutions for maintaining and expanding a large-scale database
- Collaborated with other developers to optimize and improve product performance
- Worked with a variety of technologies including React, Firebase, Recoil, and Node.js

Tanaka Farms

Fall 2019, Irvine, CA

- Food/customer service at local farm promoting responsible farming methods and family activities

Education

University of California, Davis

Computer Science (4.0 GPA)

September 2020 - Present, Davis, CA

Extracurricular Experience

Hack Davis Hackathon

Winter 2020, North Tustin, CA

- Built a stock trading simulation application that allowed users to trade stocks with fake currency and save their total trading statistics

Cyber Patriot Defense Competition

Fall 2019-Winter 2020, Irvine Valley College, CA

- Nation's largest cyber defense competition (created by the Air Force Association)
- Competed against teams in the US, Canada, and abroad to resolve simulated cybersecurity vulnerabilities

Technical Projects

Typing Website / [Website](#), [GitHub](#)

Winter 2020, North Tustin, CA

- Developed a minimalistic typing website featuring a leaderboard of top players.
- Used a non-relational database to store individual player statistics
- Implemented user email authentication with Google Firebase
- Used Recoil.js to manage React states efficiently

Online Multiplayer Chess / [Website](#), [GitHub](#)

Fall 2020, Davis, CA

- Built a multiplayer chess website featuring multiple chess game modes
- Designed the website's front-end using HTML5, CSS and JavaScript
- Implemented a back-end web server and web socket communication using Node.js

Multiplayer Online Game / [Website](#), [GitHub](#)

Summer 2020, North Tustin, CA

- Built a multiplayer space-themed battle game
- Leveraged Google's sign-in API and MySQL to store a player's in-game statistics

Skills

Programming Languages

JavaScript, Java, HTML5, C, C++, CSS/Sass, Python, MySQL

Libraries & Frameworks

React, Recoil, Express, Node.js, Socket.io

Tools & Platforms

Git/GitHub, Google Firebase, Heroku, Netlify

Other Skills

Server-Side Scripting, Object-Oriented Design, Data Structures / Algorithms, REST APIs, Bash