

# Brayden Werner

## Full Stack Developer

North Tustin, CA

✉ braydenwerner0@gmail.com

📶 (949) 701-7057

🐙 github.com/braydenwerner

🌐 braydenwerner.me

### 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

#### HackDavis 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

#### Werntype / Website, GitHub

Winter 2020, North Tustin, CA

- A minimalistic typing website. Type fast to be featured on the leaderboard of top players.
- Implemented a database and user authentication with Google Firebase
- Used Recoil.js to manage React states efficiently

#### Long Chess / Website, GitHub

Fall 2020, Davis, CA

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

#### Periodic Galaxy / Website, GitHub

Summer 2020, North Tustin, CA

- Built a multiplayer space-themed battle game
- Leveraged Google sign-in API and MySQL database to store a player's in-game kills
- Implemented a web server and web socket communication using Node.js

### 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