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

Extracurricular Experience

Citrus Hack Hackathon
Spring 2021, North Tustin, CA

- Built a motivational and wellness application using React Native, Node.js, Cockroach DB and Google Cloud

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

Skills

Programming Languages
TypeScript, JavaScript, Java, HTML5, C, C++, CSS/Sass, Python, MySQL

Libraries & Frameworks
React, React Native, Recoil, Express, Node.js, Socket.io

Tools & Platforms
Git/GitHub, Google Firebase, Heroku, Netlify

Other Skills
Object-Orientated Design, Data Structures, Algorithms, REST APIs, Bash

Technical Projects

Desktop Notes Application / Page, GitHub
Spring 2021, North Tustin, CA

- Over 20,000 downloads with a 5-Star average rating on the steam marketplace.
- Includes features such as multiple pages, undo and redo buttons, a selector tool, etc.
- Built using web technologies including, HTML5, CSS and JavaScript

Typing Website / Website, GitHub
Winter 2020, North Tustin, CA

- Developed a minimalistic typing website in React.js 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 states effectively

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
- Implemented a web server and web socket communication using Node.js

University of California, Davis
Computer Science (4.0 GPA)

September 2020 - Present, Davis, CA