

# BRAYDEN WERNER

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## EXPERIENCE

### Meta (formerly Facebook)

Incoming Software Engineer Intern

Sep 2022 – Dec 2023 · 3 mos

Menlo Park, CA

### Amazon Web Services (AWS)

Software Engineer Intern

Jun 2022 – Sep 2022 · 3 mos

Remote, CA

- Built a self-service solution for cloning dependency graphs for AWS products, streamlining a time-consuming, on-call process
- Differentiated cloning and database work across multiple AWS Lambda functions using AWS SQS for optimal speed and scale
- Developed unit tests in Java to maintain 90% code coverage across all AWS Lambda functions
- Used React, JavaScript, AWS CloudFormation, AWS Lambda, AWS SQS, DynamoDB, Java, Git

### First American Title

Software Engineer Intern

Jun 2021 – May 2022 · 1 yr

Santa Ana, CA

- Refactored a web application to enable Business-to-Employee authentication
- Saved a team 15 hours a week by building a UI to compile and chart data across multiple SQL Server tables
- Organized work using the Agile methodology and met sprint deadlines while working on 3 projects simultaneously
- Used React, Angular, JavaScript, C# .NET, SQL Server, Microsoft Azure, Git

### University of Michigan

Software Engineer Intern

Dec 2020 – May 2021 · 6 mos

Remote

- Developed scalable solutions for maintaining and expanding a large-scale database
- Wrote a complex script to update over 10,000 user documents after refactoring the database
- Used React, JavaScript, Firebase, Recoil, Node.js, Git

## PROJECTS

### YouTube Thumbnail Game | *React, Next.js, URQL, Apollo Server, Node.js, PostgreSQL, YouTube API, TypeScript*

[Website](#) | [GitHub](#)

- Built a fun and addicting game with over **60,000** monthly players using an ad-based revenue model
- Implemented leaderboard rankings, performance percentiles, detailed player profile statistics
- Wrote a script to generate SQL statements to add thousands of random YouTube videos to a PostgreSQL database

### Notes Application | *HTML, JavaScript, CSS*

[Page](#) | [GitHub](#)

- Developed a desktop note-taking tool with over **82,000** downloads, **57,000** active users, and a **5-Star** rating on the Steam Marketplace
- Implemented multiple pages, undo and redo buttons, a selector tool, adjustable pen sizes and colors

### Full Stack Template | *React, Next.js, URQL, Apollo Server, Node.js, PostgreSQL, TypeGraphQL, TypeORM, TypeScript*

[GitHub](#)

- Built a scalable template for React applications with over 160 stars on GitHub
- Introduced server-side rendered data from PostgreSQL, cookie authentication with password encryption, light/dark theme support

## AWARDS

### SharkHacks3, 1st Place

[Page](#)

- Won 1st place and best use of Google Cloud in a hackathon with over 250 participants

## TECHNICAL SKILLS

**Languages:** TypeScript, JavaScript, Java, GraphQL, SQL, C#, CSS/Sass, HTML5

**Frameworks:** React, Angular, Node.js, Next.js, Apollo, TypeGraphQL, URQL, .NET Core, Jest

**Tools & Platforms:** AWS, Git/GitHub, Microsoft Azure, Google Cloud, Docker, Google Firebase, Heroku, Netlify, Vercel

**Databases:** PostgreSQL, DynamoDB, MySQL, CockroachDB, SQLite, Redux

## EDUCATION

### University of California, Davis

Bachelors in Computer Science

Davis, CA

Sep. 2020 – May 2024