# **Brayden Werner**

## **Full Stack Developer**

North Tustin, CA



braydenwerner0@gmail.com



(949) 701-7057



github.com/braydenwerner



## **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**

## **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

## **Troy High School Programming Competition**

Fall 2019, Irvine, CA

Competed in a five-hour competition against 20+ teams

## **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-Orientated Design, Data Structures / Algorithms, REST APIs, Bash