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BRANDON CAMPBELL

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EDUCATION

PULLMAN, WA	Washington State University	Aug 2016 – Dec 2020

- **Major:** Computer Science, B.S. (GPA: 3.1)
- **Relevant Coursework:** *Completed:* Data Structures, Algorithms, Systems Programming, Computer Architecture, Software Engineering Principles *In-Progress:* Operating Systems, AI, Computer Security, Software Design Project

EMPLOYMENT

Software Engineer, Intern	METER Group	May-July 2019

Production Support Team (metergroup.com)

- Improved oversight of defective products on the production floor by implementing a full-stack website from scratch to track defective products which replaced the pre-existing pen-and-paper tracking system.
- Revitalized a production floor dashboard website by implementing a refreshed GUI and by adding new features allowing for the company to better leverage historical data to make more informed business decisions.
- Reduced calibration time for a vital company sensor by 88% by automating the calibration procedure.
- Leveraged knowledge in Python, Git, SQLAlchemy, Flask, Relational Database Design, jQuery, HTML, Bootstrap, API communication, OAuth 2, Unit Testing, Behavioral Testing, CI/CD implementation, NGINX, Vagrant, Software Documentation.

Undergraduate Researcher	Washington State University	Oct 2018 – Jan 2019

Dr. Haipeng Cai (chapering.github.io): Android App Security Tool

- Reduced acquisition time of gathering Android APK files by 90% by writing a script to parse a CSV file with over 9 million entries in $O(n)$ time.
- Used the complex libraries *Simidroid* and *Deguard* to obtain detailed information about the similarity of the code between two Android applications.
- Leveraged knowledge in Python, Git, Research.

SOFTWARE PROJECTS

GitHub: *github.com/brcamp13* (for additional information and projects)

Linux-Compatible File System (2019)

- Developed a Linux-compatible EXT2 file system using C.
- Implemented 23 shell commands allowing for a familiar interface to interact with the file system.
- Utilized: C, Git, Linux

Online Polling Web Application (2019)

- Designed and implemented a polling web application which allows for the users to cast votes and view polling results.
- Used the Waterfall Process Model to progressively engineer the application with a group of two others over the course of a semester.
- Utilized: React, HTML, CSS, Git, Heroku

Android Hiking App (2018)

- Created an Android App that helps hikers by producing directions to get users to where their hike started.
- Utilized: Java, Android Studio, Play Store Deployment

SKILLS

- **Software:** *(Proficient):* Python, HTML, CSS, Flask, Unix, Git *(Familiar):* C, C++, Java, JavaScript, SQL