

# Brandon M. Campbell

SOFTWARE ENGINEER

Greater Seattle Area

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## Education

### Washington State University (3.1/4.0 GPA)

Pullman, WA

B.S. IN COMPUTER SCIENCE

Aug. 2016 - Dec. 2020 (expected)

- **Relevant Coursework:** Advanced Data Structures, Computer Architecture, Programming Language Design, Software Engineering Principles, Algorithms, Unix/Linux Systems Programming

## Experience

### Undergraduate Research Assistant

Pullman, WA

WASHINGTON STATE UNIVERSITY

Oct. 2018 - Jan. 2019

- Worked under the leadership of Dr. Haipeng Cai, a professor at WSU
- Used Python to parse CSV files containing over 1 million entries
- Utilized the Simidroid and Deguard software to deobfuscate and compare Android APK files

## Programming Skills

PROGRAMMING LANGUAGES

- C++, C, Java, Python, MIPS Assembly

LIBRARIES + FRAMEWORKS + OTHER

- Version Control (Git + GitHub), Agile/Scrum, Android Studio, Bootstrap, HTML, CSS, React.js, Data Structures, Design Patterns, SQL, Linux OS, Systems Programming in C, Object-Oriented Programming Design

## Notable Projects

### Facial Recognition Web App

Pullman, WA

REACT APPLICATION UTILIZING A MACHINE LEARNING API

Dec. 2018

- React application that allows users to upload photos and have them scanned for faces
- Used React, Node.js, PostgreSQL, Clarifai API (machine learning functionality), and deployed on Heroku
- Cultivated my understanding of the entire web development life cycle of an application

### Tetris

Pullman, WA

A NUMBER TETRIS GAME MADE WITH JAVA

Dec. 2018

- Course project for CS 355: Programming Language Design
- Allows users to play a Tetris-like game, where number blocks must be connected in groups of 3 or more to score
- Provided me with valuable Java experience

### Lost In The Woods

Pullman, WA

ANDROID APPLICATION

Oct. 2018

- Assists users in finding their way home when without a map in a trail system.
- Created with Java
- Unit testing conducted with JUnit