Brendan Albert

Orange County, CA | 714-272-8806

alber123@csu.fullerton.edu | linkedin.com/in/brendan-albert | brendanalbert.github.io

EDUCATION

California State University, Fullerton   May 2020
Bachelor of Science, Computer Science

WORK EXPERIENCE

Fugu Corp.   May 2020 - Current
Jr Programmer
Online education platform for traditionally offline subjects; emphasis in self-defense and martial arts.
- Leveraged **SQL Management Studio** to use and write **stored procedures** in queries affecting 10+ tables.
- Harnessed **Visual Studio 2019** to build **ASP.NET Web Forms** in **C#** code-behind pages seen by 270K+ students.
- Wrote frontend .aspx pages using **Telerik UI ASP.NET AJAX** and **JavaScript** to make the pages responsive and update asynchronously.

Rhythm   June 2019 - September 2019
Web Developer Intern
Award-winning digital marketing solutions agency.
- Delivered ~20% of total **HTML5 (Pug), CSS3** (**Sass)** and **JavaScript** for $1million client website redesign.
- **Automated** error testing with **Cypress.io** for client web campaign; caught 12+ errors before going live.
- Streamlined team productivity by closing overlooked **Jira** tickets; added documentation to **Confluence**.
- Committed code using **Git** and **Bitbucket** workflow on a team of 4+ **front** and **backend** developers.

PROJECTS

Trivium - Online Game Platform   *June 2020*
- Frontend uses **Angular 9**, **Signalr** and **Bootstrap**. Backend uses **.Net Core 3.1 webapi** to serve **RESTful** API endpoint with **Signalr** package to maintain communication with clients. **Entity Framework** used to scaffold player and trivia question/answer models stored in **SQL** database. Front and backend stored in **Docker** containers and served from **AWS Lightsail EC2** instance**.**

Web Security Application   *May 2020*
- Built **JavaScript** frontend with **NodeJS** backend with **MariaDB** database hosted on a **Linux VM** to practice security hardening techniques such as: sealing/freezing **JavaScript** objects, sanitizing input to prevent XSS attacks, cookie-stealing, and SQL injection.

Flip Card Game   *March 2020*
- Built a memorization card game using Starcraft 2 units. **HTML**, **CSS** and **JavaScript** for the front end. Back end uses **C#**, **ASP.NET razor pages**, and **.Net Core** with a **Sqlite** database to persist scores.
- **RESTful API** is accessed to fetch **JSON** and to update db using custom **SQL** queries.

Wine Cellar   January - February 2020
- Fulfilled custom, responsive **UI/UX** for cloud-based, digital inventory of a ~300 bottle wine collection. Tools: **HTML5, CSS3, JavaScript**, **Python.** Hosted with **GCP-Firebase**, **AWS-S3**.

Music API   Fall 2019
- Collaborated as a team of 3 developers each taking turns in **Fullstack developer** and **DevOps** roles.
- Created a **Flask RESTful Microservice** music **API** with a **Linux VM** and sharded **Sqlite database**.
- Optimized API access time from 100+ ms down to ~10ms and reduced server load via **Memcached**.
- Streamlined data access over 300% by automating **Bash** and **Curl** scripts via a **Make** file.

Secure Chat   June 2019
- Built a secure chat application to practice cryptography. Uses **Cryptico.js, React, CSS3, NodeJS**, and **Websockets (Socket.io)**.

COURSEWORK
- Programming (**C++**, **Java**, **Python, R**), Calculus 3, Linear Algebra & Differential Equations, Artificial Intelligence, Machine Learning, Web Security, Network Security, Web Backend Development, Data Science & Data Analysis.

LEADERSHIP
Orange Coast College Programming Club - *President*   2015 - 2017
- Led and organized group meetings of 4+ club cabinet members and taught 10+ students version control with Git and GitHub workflow as well as database schema design.