

Brendan Albert

Software Engineer + Full Stack Web Developer

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brendanalbert.github.io

Education

California State University, Fullerton [May 2020]

Bachelor of Science in Computer Science

- Web Security, Network Security, Web Backend Engineering, Data Science & Data Analysis
- Calculus 3, Linear Algebra & Differential Equations, Artificial Intelligence, Machine Learning

Experience

Programmer

Fugu Corporation [May - June 2020]

- Leveraged SQL Management Studio to wrangle stored procedures in queries affecting 10+ tables
- Used Visual Studio 2019 to build ASP.Net Web Forms in code-behind pages seen by 270,000+ students
- Wrote .aspx pages using Telerik UI Asp.Net AJAX and JavaScript to make pages responsive asynchronous

Web Developer Intern

Rhythm Agency [June - September 2019]

- Contributed ~20% of total frontend HTML, CSS and JavaScript for month long client website redesign
- Automated error testing with Cypress.io for client web campaign
- Closed Jira tickets overlooked by Seniors and contributed to Confluence documentation
- Committed code daily using Git and Bitbucket workflow on team of 4 front and backend developers

Projects

Wrinkle Brain Games [June - August 2020]

- Wrote the frontend for a web-based game suite platform using Angular 9+, Signalr and CSS
- Coded backend using C# .Net Core 3.1 as a RESTful web API using signalr for websocket communication
- Front and backend stored in Docker containers and served from AWS Lightsail EC2 instances

brendanalbert.github.io [July 2020]

- Personal site to introduce myself, showcase project portfolio and familiarize myself with more AWS offerings
- Responsive using just HTML and modern CSS grid and flexbox techniques
- Contact form built with AWS API Gateway, Lambda, and SES to forward contact information to my email

Flip Card Game [March 2020]

- Built a memorization card game using HTML, CSS and JavaScript for the frontend
- Backend architected with C# ASP.Net razor pages and a Sqlite database to persist scores
- RESTful API endpoints fetch JSON and updated the database using parameterized SQL queries

Wine Cellar [December 2019 - January 2020]

- Developed wine cellar web application to perform CRUD operations on bottles in client's wine collection
- Frontend uses HTML, CSS and JavaScript to provide responsive UI and UX
- Backend uses Firebase as a document store to track wine data and AWS S3 buckets to store wine images

Music API [August 2019 - December 2019]

- Collaborated as a team of 3 developers each taking turns in Fullstack developer and DevOps roles
- Created a Python Flask RESTful Microservice music API with a Linux Virtual Machine and sharded Sqlite database for horizontal scalability
- 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 - July 2019]

- Engineered a secure chat application applying cryptography libraries and principles to create an encrypted, secure, web-based real-time chat application
- Used Cryptico.js, React, CSS, NodeJs, and Websockets (Socket.io)

Orange Coast College Programming Club - President [2015 - 2017]

- Led and organized group meetings of 4+ club cabinet members and taught 10+ student version control with Git and GitHub as well as web development technologies including: PHP, HTML, CSS, JavaScript, and Python