Email: LinkedIn: GitHub: breannarickner@gmail.com www.linkedin.com/in/brerickner github.com/brerickner

BRE RICKNER

Fullstack Software Engineer

If at first, you don't succeed, then next time start with TDD.

Good things will come to those who wait, except for those who skip updates.

Slow and steady wins the race, ... except with Big O, that's just not the case.

Teams in motion stay in motion; ... and maybe with Bre, can even boil the Ocean.

STACKS

LAMP - 90% - Holberton School's preferred stack **MISC** - 10% - Maker's Club and personal projects

PROJECTS

FuzzFeeds — An IoT Integration System for Pets
Python, ThingSpeak, C++, Arduino, HTML, CSS, Bootstrap

- Helped architecture the MVP for an IoT Integration system that incorporated wearable IoT devices that would send a Tweet in response to my cat's whereabouts.
- Integrated Arduino(C++) and Python scripts into their respective microcontrollers that would output and parse NMEA strings for GPS coordinates
- Automated POST requests to Twitter's API with the MATLAB data collected from our IoT devices and stored in ThingSpeak

The BreR Escape Room — VR Experience for Oculus Headset C# and Unity

- Animated hand presence, teleportation, snap turn, distance and direct object grab, custom interactable game objects, and scripted C# game logic
- Targeted platforms: Android and OpenXR
- Released an APK Package for open-source use on Github

Simple Shell - UNIX Command Line Interpreter

C Programming Language

- Mimics output of the native UNIX shell, handling arguments and the PATH
- Zero memory leaks verified through Valgrind

Airbnb Clone - Deployed full-stack clone of Airbnb web application

Python, MySQL, Linux, Javascript, HTML, CSS, Flask, Jinja, jQuery, Nginx

- Transformed static HTML pages into a dynamic web application
- Utilized file storage while implementing another database storage system to be used interchangeably.
- Created endpoints to expose and manipulate objects via RESTful API

LEARNING INSTITUTIONS

Holberton School Tulsa — Certificate of Software Engineering SEPT 2020 — PRESENT (Graduating April 2022)

- Full Stack Foundation | 09/2020 06/2021
- AR/VR Specialization | 06/2021 04/2022

Central Michigan University - Core Education

AUG 2008 - MAY 2010

- National Society of Collegiate Scholars Member
- Leadership Safari Freshman Participant

ORGANIZATIONS

- Oklahoma Women in Technology(OKWIT) Member and Volunteer
- Techquity Member & Volunteer
- Techlahoma Member
- Maker's Club Tulsa Contributor

PUBLICATIONS

➤ "How The Internet Works"

Published in GeekCulture - Medium (April 25th, 2021)

➤ "Striving For Perfection"

Published in "Authors of Tomorrow", Elder & Leemaur Publishers (January 2008)

OBJECTIVE

I've found what I love doing. I like sitting down at my computer in the mornings knowing I'm about to make stuff happen. What's even more thrilling is knowing that there is a lot more out there to learn, and I'm ready to learn it. I'm ready to push my team to go beyond the realm of what they think is possible. Above all else, I'm excited by the idea of growing with technology and exploring the full potential it has to offer.