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

PROJECTS

IoT-Town — Data Engineering and Analysis Using LoRaWAN IoT Devices
Javascript, C++/Arduino, Python, Helium Console, Kaggle

- Customized decoder functions to extract data from sensor payloads and apply business logic
- Automated POST requests to Google Forms to collect responses in a Google Sheet allowing for further conditional formatting
- Published an open-sourced dataset with a 100% usability rating comprised of the data collected and engineered from our IoT devices

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 'Tweets' in response to my cat's whereabouts
- Integrated Arduino(C++) and Python scripts into their respective microcontrollers to parse and output GPS coordinates from NMEA strings
- Automated POST requests to Twitter's API based off the extracted GPS coordinates from the wearable IoT devices

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 build for both Android and OpenXR platforms
- Released an APK Package on Github for open-source use

Airbnb Clone — *Deployed full-stack clone of Airbnb web application*
Python, MySQL, Javascript, HTML, CSS, Flask, Jinja, jQuery, Nginx

- Transformed static HTML pages into a dynamic web application
- Utilized a JSON file storage before implementing a MySQL database that could be used interchangeably
- Programmed endpoints to expose and manipulate objects via an API

ORGANIZATIONS + INVOLVEMENTS
Builders + Backers (2022 Summer Cohort) – *Builder*
Oklahoma Women in Technology(OKWIT) – *Member and Volunteer*
Techquity – *Volunteer*
Techlahoma – *Member*
Maker's Club Tulsa – *Contributor*

PUBLICATIONS
"How The Internet Works"

Published in GeekCulture - *Medium (*Apr 2021)

"Striving For Perfection"

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

LEARNING INSTITUTIONS
Holberton School Tulsa — *Certificate of Full-Stack Software Engineering*
SEPT 2020 – APRIL 2022

- **Full-Stack Engineering** | *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*
- **Dean's List Appearances** – *Spring 2009, Fall 2009*
- **Leadership Safari** – *Freshman Participant*

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, because 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.