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BREANNA RICKNER

SOFTWARE ENGINEER - XR | VR | AR

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

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 3d Engine

- 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

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

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

- 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

ORGANIZATIONS

- **Oklahoma Women in Technology(OKWIT)** – Member and Volunteer
- **Techquity** – Member & Volunteer

- **Techlahoma** – Member
- **Maker's Club Tulsa** – Contributor

LEARNING INSTITUTIONS

Holberton School Tulsa – *Certificate of Software Engineering*

SEPT 2020 – PRESENT (Graduating April 2022)

- *Fullstack Curriculum* – Sept 2020 – June 2021
- *AR / VR Specialization Curriculum* – June 2021 – (Graduating April 2022)

Central Michigan University – *Core Education*

AUG 2008 – MAY 2010

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

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)

ARSENAL OF SKILLS

- Demonstrated collaborator
- Innovative problem solver
- Determined critical thinker
- Published technical writer
- Web & XR Accessibility Advocate
- Detailed organizer
- Avid researcher and learner
- Entrepreneurial driven mindset
- Skilled content creator
- Self-proclaimed *Idea Factory*