



# Brian Brenner

INTERN SOFTWARE ENGINEER / STUDENT

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brianrbrenner 

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## EDUCATION

### Computer Science, B.S.

Kent State University

GPA: 3.9

2020-2023

### Integrated Avionics

#### A.A.S.

Air University

2016-2021

## PROJECTS

### Admin Portal Tech Lead

CHAMPTitles

Working as the lead developer on an in-house client administration tool.  
2021 - Current

### Combat Shield Team Lead

Verification and correction of Classified Surface-to-Air Missile software and hardware effectiveness.  
2017 - 2019

## AWARDS

### Air Force Achievement Medal with Oak Leaf Cluster

309th Aircraft Maintenance Unit - 2017 / 2020

## PROFILE

I am currently a full-stack Intern Software Engineer, Reservist in the Air Force as a Communication/Navigation Avionics Technician, and undergrad pursuing a Bachelor's Degree in Computer Science at Kent State University. I have over 4 years of hands-on experience working with software and hardware both in enterprise, and on aircraft. My pursuit is securing a part-time role in Software Development in order to extend my abilities while bringing value to the organization.

## WORK EXPERIENCE

### Intern Software Engineer - Hybrid

CHAMPTitles Inc. | August 2021 - Current

Extremely fast paced start up with consistently shifting business demands in modern technologies such as Java Spring Boot, React 17 + Redux, AWS ECS, AWS CloudWatch and mysql.

- Technical lead for front-end and back-end internal application team involving daily code reviews and pull requests.
- Greenfield development on React TS frontend with Keycloak Auth and REST API.

### F-16 Integrated Avionics Technician

United States Air Force and Air Force Reserve | June 2016 - Current

- Analysis, installation, repair and maintenance of avionics systems to include: Communications, navigation aids, flight controls, radar systems, LITENING targeting pods, countermeasures, and display systems on 28 different F-16 aircraft, 9 different C-130 Aircraft.
- Responsible for loading and validating classified Operational Flight Program software and modification to enhance integrated computer capabilities.
- Monitored, interpreted, and analyzed data processed through automated systems for fault detection and reporting procedures.
- Isolated faults, interpreted system failures and blueprints through technical data and critical thinking.

## SKILLS

### TECHNICAL

- C++
- C
- React JS
- TypeScript
- Java
- Git
- Docker
- Spring
- Camunda

### PROFESIONAL

- Team Building
- Active Listening
- Punctuality
- Interpersonal Skills
- Prioritization
- Brainstorming
- Problem Solving
- Logical Thought Process

## PERSONAL PROJECTS

### PLOX

A Lox language interpreter written in modern C++ featuring garbage collection and a recursive descent parser. The language features dynamic typing, classes, functions, control flow, primitives, and much more.

### HR Management

A Human Resources portal application that features a REST API using PHP, CSS, HTML, JavaScript and MySQL.

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## REFERENCES

Cody Smith

CHAMPTitles Software Engineer III | Direct Supervisor  
(440) 336-0440

Christopher Gangloff

F-16 Avionics Systems Craftsman | Direct Supervisor  
(760) 710-7402  
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