


BRANDON RINDERLE

9188 Bracey Mill Place 

804-878-2802 

br4av@virginia.edu 

www.linkedin.com/in/brandon-rinderle137 

github.com/brinderle 

brinderle.github.io 



OBJECTIVE

To obtain a job with a leading company where I can use my software development skills to contribute to their success.



EDUCATION

Major: Computer Science | University of Virginia

Minor: Economics

2016-2019 GPA: 3.86

Relevant Coursework: Software Development Methods, Algorithms, Program & Data Representation, Computer Architecture, Machine Learning, Artificial Intelligence, Theory of Computation, Data Science in R, Mathematical Probability, Multivariable Calculus, Linear Algebra

Advanced Studies Diploma | Atlee High School

2012-2016 GPA: 4.697

Salutatorian of Class of 2016 of 400 graduates and obtained 33 college credits from AP exams.



EXPERIENCE

IT Intern | Markel

SUMMER 2018

Worked on the Data Lake team, gaining lots of experience programming/querying in SQL and database development using agile principles. Projects included modifying and adding tables to include information requested by data scientists and actuaries, developing a Qlik Sense application with on-demand application generation to display financial information, exploring capabilities of event-based architecture, and working with an API framework.

Administrative Intern | Hanover County Government

SUMMER 2017

Scanned documents for county administration. Worked on a multi-week project with IT department, where I designed, tested, and implemented upgraded user directory tool applications.



SKILLS

- Proficient in Python, C++, Java, T-SQL
- Front-end development: HTML, CSS, JavaScript
- Database development: T-SQL, SQL Server Management Studio, Microsoft SQL Server
- Data science: R, Python
- Software Development
- Microsoft Office



ACTIVITIES

Tau Kappa Epsilon

Served as Secretary (two semesters), Athletic Chair (two semesters), Philanthropy Committee (three semesters)

HackCville

Completed semester-long programs in web design and software development