Brandon Chavez

Software Engineer

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Education

Bachelor's of Science in Computer Science
Western Governors University
May of 2022 – Competency Based Grading

Associate of Arts and Sciences with Honors
Whatcom Community College
March of 2018 – 3.83 GPA

Skills

Languages
Java, TypeScript, Python, C/C++, Bash, SQL

Soft
Self-motivated, team-oriented, investigative, inquisitive, patient, empathetic, stress tolerant.

Tech/Conceptual Proficiencies

- Agile Methodology
- Computer architecture
- Containerization
- Ember.js
- Figma
- Git
- Github Actions
- Linux (Debian-based) incl. WSL 2
- Next.js
- Node.js
- npm
- Operating systems
- pnpm
- REST APIs
- SQL databases
- Vim
- VSCode

Projects

WGUPS
- A command-line utility written in Python for a fictional delivery service which devises a delivery solution for packages, given a package manifest and geographical data.

Incredicoon Studios Portfolio Site (ongoing)
- Web application written in Ember.js and TypeScript showcasing the works of a small local film studio.

Part-Parrot
- Lightweight product inventory system written in Java with a JavaFX-based GUI.
- Custom styling via JavaFX CSS.

Job Experience

Assoc. Software Engineer at Veradigm *(Aug 2022 – Apr 2024)*
- Helped modernize and refactor the company's flagship product, written in the Ember.js framework.
- Delivered the UI for a new vaccine catalog feature, pioneering the use of TypeScript and the Next.js framework in our organization.

Software Engineer at Veradigm *(April 2024 - Present)*
- As scrum master and solution architect for my team, currently leading a cross-team effort to build a robust new user experience intended for a userbase of ~112,000 healthcare providers.
- Pioneering best practices for new technologies.
- Optimizing C/I pipeline and dev experience.