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| Brandon Chavez  Software Engineer  505 SE 184th Ave, Unit 503, Vancouver WA 98683 | | | | | | | |
| (360)721-9323 | | | <https://github.com/builditbear> | | | brandon.na.chavez@pm.me | |
|  | Education |  | |  | Skills | |  |
|  |  | |  |  |
| **Bachelor’s of Science in Computer Science**  Western Governors University  May of 2022 – Competency Based Grading | | | | **Languages**  Java, TypeScript, Python, C/C++, Bash, SQL | | | |
| **Associate of Arts and Sciences with Honors**  Whatcom Community College  March of 2018 – 3.83 GPA | | | | **Soft**  Self-motivated, team-oriented, investigative, inquisitive, patient, empathetic, stress tolerant. | | | |
| **Tech/Conceptual** **Proficiencies** | | | Projects | | |  | |
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| * 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 | | | **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 | | |  | |
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| **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. | | | | |