JOEL BRAUN
SOFTWARE DEVELOPER

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SKILLS

- **Languages:** Python, Java, C/C++, Bash, Javascript, C#, HTML, CSS
- **Frameworks:** Django, Kubernetes, ReactJS, JUnit, Cassandra, Maven
- **Tools:** Git, CI/CD, Linux, GCP, Docker, Azure, Jenkins, JIRA

EXPERIENCE

NCR Software Developer Co-op
SEPT - DEC 2020

- Developed a payment API with complete error handling in Java which maps multiple checks to multiple accounts
- Refactored using modular programming to reduce API's runtime by 30%
- Wrote thorough JUnit and Cucumber tests to ensure full functionality

NCR Performance Test Engineer Co-op
JAN - APR 2020

- Managed and deployed 2 performance clusters with 8 nodes each using Kubernetes on GCP hosted Linux servers to run load tests
- Automated tests, cleanup, and build updates using bash scripts to reduce time between tests by over 70%

PROJECTS

uMigrate
SUMMER AND FALL 2020

- Developed APIs in Python using Django to handle new user registration and verifying they are university students
- Managed and improved development pipelines in Azure DevOps to automatically run end-to-end tests on the new build

Yoilith
FALL AND WINTER 2018

- Created a top-down shooter video game using Java with OOP principles
- Designed a procedural map generator and utilized ray casting for a line of sight algorithm
- Dynamically loads game data from JSON data to allow for a fully customizable experience
- Regulated performance to ensure a constant 60 FPS without stuttering

EDUCATION

University of Waterloo
2019 - 2024

- Candidate for a Bachelor of Applied Science in Computer Engineering