

BRANDON LAVINSKY

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EDUCATION

Chapman University, Orange, CA Bachelors of Science in Software Engineering , Minor in Analytics	August 2015-May 2019
Relevant Coursework: Java, Python, Data Structures and Algorithms in C++, Software Design, Software Requirements and Testing, Software Development Lifecycle, Visual Programming, Software Process and Management, Software Qualification and Delivery, Database Management, Artificial Intelligence, Operating systems, Human Computer Interaction. Android Dev	
Honors Chancellors Scholarship Recipient	August 2015- May 2019
Chancellors (Provost) List (3.6 GPA or higher)	Fall 2015, Spring 2016, Spring 2017, Fall 2017, Spring 2018/19, Fall 2018
National Society of Collegiate Scholars	Life Member
GPA: 3.85/4.0 Magna Cum Laude	

SKILLS

Technical: Python, C++, Java, HTML, CSS, SCSS JavaScript, REST, C#, React, Angular, Node.js, Express, Android, Microsoft Office, Haskell, MySQL/SQL, JDBC, Git/Version Control, .NET, UML, R, NPM, SQLite, XML, JSON, Anaconda, Linux, Windows, Docker, Marvel, Unix, MongoDB, AWS, prototyping, Agile Software Development
Languages: English (native), Spanish (oral and written proficiency)

WORK EXPERIENCE

Northrop Grumman Mission Systems, Redondo Beach, CA	June 2019-Present
Software Engineer (DOD Secret Clearance)	
• Developing, modifying, and testing hardware interfacing software to allow for system emulation using C and C++	
• Enhancing and thoroughly testing existing system software to create a more developed product	
• Working with colleagues to discover, investigate, and solve new or existing problems in the system software to create an error limited product	
Northrop Grumman Mission Systems, Redondo Beach, CA	May 2017/18- August 2017/18
Software Engineer Technical Intern	
• Effectively integrated existing unit tests into the current testing methodology	
• Developed advanced coding algorithms in order to test critical functionality of the system software	
• Manipulated parsed data tables generated by the existing application and modified them to enhance readability	
• Integrated incompatible software systems to solve cross-system communication issues utilizing Java	
• Modernized pre-existing software systems in order to provide users with an enhanced interface	
• Developed visual analytics to portray comprehensive data to users for analysis through the application of JavaScript	
• Developed a web-based training environment for a planning and forecast tool utilizing HTML, JavaScript, and CSS	

PROJECT EXPERIENCE

Campaignify	(GitHub: https://github.com/ChapmanCPSC/SE-498_01)
<i>Developed a Voter Canvassing web based application for the Mayor of Costa Mesa to aid in small to large scale campaigns</i>	
• Front End Lead; utilized reactjs, axios, apollo and other front-end libraries to interface with our Ruby backend	
Full MySQL and Java Application (GitHub: https://github.com/lavin105/HousingDatabase)	
<i>Created a housing helper cli system to help display houses for sale/ rent along with real estate agents to help users identify properties they may be interested in</i>	
• Used MySQL as the back end database and JDBC Java as the front end	
React Blog with Api	(GitHub link: https://github.com/lavin105/React-Blog-Api)
<i>Created a React blog application that fetches data from an api created using node, express and mysql</i>	
Software Qualification and Delivery	(GitHub link: https://github.com/lavin105/Web-App)
<i>Created a high fidelity prototype of a gaming interface for the Chapman School of Pharmacy</i>	
• Utilized HTML, JavaScript, CSS, as well as Firebase	
Android Recipe Management App	(GitHub link: https://github.com/lavin105/RecipeManagementApp)
<i>An Android application to eliminate the need for paper recipes</i>	