

Brandon Faunce

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Overview

Dedicated, creative Software Engineer with industry experience. Searching for a co-op in Summer 2024 to broaden my tech skill set and make meaningful contributions. Happy to relocate to work on-site.

Skills

Languages & Frameworks

Python
Java
C#
C++
HTML / CSS
Javascript
React

Software

Microsoft Office Suite
Visual Studio
Git (Github, Gitlab, Azure)

Essential Skills

Problem Solving
Team Leadership
Professional Communication
Quick Learning & Acclimation

Education

Rochester Institute of Technology Rochester, NY

Bachelor of Science (BS) in Software Engineering | Expected May 2027

GPA | 3.86 (Dean's List)

Work Experience

Intern / Part Time Quantitative Developer Ellington Management Group | Old Greenwich, CT
SUMMER 2022 - SUMMER 2023

- Personally developed and maintained a distributed computing service written in Python using ZeroMQ messaging to cut down significantly on time-intensive calculation jobs
- Created a Python library to allow building-block assembly of internal Flask pages, including elements running on JQuery and JQWidgets
- Developed several other internal utility libraries, such as a comprehensive Pandas diff checker and a library to log and visualize the timing and memory usage of Python function calls
- Created a program in C# that pipes console output to both the terminal and a log file

Summer Camp Counselor Code Ninjas | Trumbull, CT
SUMMER 2021

- Led kids aged 6-15 through various tech-related activities, such as game development with Scratch and MakeCode, 3D printing, drone programming, and simple HTML scripting
- Coordinated with camp director to plan and execute weekly camps

Projects

SimScape Personal Project | SUMMER 2023 - PRESENT

Chrome Extension written in Javascript that allows highly simplified web scraper generation by selecting elements on a live webpage.

TrainedTerrain Personal Project with Daniel Gramowski | SUMMER 2023 - PRESENT

Python project using Tensorflow Keras to generate 3D terrain models based on topographical maps.

BunchNotes Hackathon Team Project - RIT Brickhack | SPRING 2023

Site running on React, backed by a Python FastAPI server. Allows students to view notes shared by other students in their community by sharing some themselves.

Typhon Hackathon Team Project - RIT Clayhack | FALL 2022

Javascript game taking a fantasy approach to Rock, Paper, Scissors. Won first place overall at RIT's Freshman Hackathon, Clayhack.

Banked Curves Sim Senior Project with Paola Frunzio | SPRING 2022

Physics simulator using p5.js to help students better understand the concept of banked curves in AP Physics 1. In use as a teaching aid for students at Hopkins School, CT.

Total Difference Labeling GUI Tool for Math Research Paper (Publish Pending) | SPRING 2021

Java / Processing3 program to draw connected graphs and calculate their χ_{td} . Part of the research study, "Total Difference Labeling of Infinite Graphs", currently pending publication in Involve Journal of Mathematics.