

## Michelle Brannan: Software Engineer

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Github: <https://github.com/orlesianroyalty>

## EDUCATION

**Auburn University, Auburn, AL** - *Bachelor of Software Engineering* August 2015 - August 2019

**Courses:** Algorithms, Networks, Quality Assurance, Process (Python), Construction (C++), Senior Design, Modeling and Design (diagrams), Fundamentals of Computing (Java), Operating Systems (C), Digital Logic Circuits, Computer Architecture, Assembly Language

**Electives:** Game Design for Social Change, Game Design and Development, Digital Forensics

## PROJECTS

**TigerBook Social Network** - Developer (2017)

A c++ social network system made for my software construction course.

**Home** - Developer, Designer (2018)

A 2D game made in Unity about our solar system made for my Game Development course.

**Gaia** - Project Leader, Character Artist, Developer for AI and Special Abilities, Group Project (2017-Present)

A 2D side-scrolling game inspired by Paper Mario made in Unity that started in TigerDev's Game Jam.

**The Forest** - Developer for Note System and Interactivity with Mixer, Story Designer, Group Project (2017)

A 3D horror game developed in Unity with the Mixer API for VandyHacks IV.

**Dark Brotherhood Lockscreen** - Developer, Designer (2017)

A personal project that is my first app based on the Black Door from The Elder Scrolls V: Skyrim that was developed through Android Studio.

**Dracarys** - Developer, Designer (2017)

A personal fan project I am developed through Unity in C# based on Game of Thrones.

**Raven Defense Ultra 300 Pro Director's Cut** - Developer, Scrum Master, Group Project (2015)

An arcade inspired 2D game made in Greenfoot for my Introduction to Software Engineering course.

## RELEVANT WORK EXPERIENCE

**Auburn University School of Agriculture/ACES IT Dept, Auburn, AL** - Student Worker

September 2017 - present

- Web development with Angular, HTML, Javascript, JQuery, and CSS
- Front end mobile app development using Ionic for android and iOS
- Bug fixing and testing
- Documentation

**SOFTWARE SKILLS:** C#, C++, Python, Java, Javascript, Ionic, Angular, HTML, CSS, Unity, Android Studio, Unreal Engine; Familiar with: Godot, Tensor Flow

**INVOLVEMENT:** Historian for TigerDev (video game development club), Event Coordinator for Cosplayers' Association at Auburn and competed in VandyHacks IV.