Branden Palmer

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Education

Arizona State University | *Tempe, AZ, USA* **Aug 2023 – Present**
- B.S. in Computer Science
- GPA: 3.95 | Expected Graduation: Dec 2025
- Dean's List Spring 2024

Community College of The Air Force | *Montgomery, AL, USA* **Jul 2009 – May 2014**
- A.A.S. in Aviation Maintenance Technology

Projects

MUD Terminal game | *Text based dungeon crawler* **Nov 2023 – Dec 2023**
C, C++, JSON
- Created JSON parsing script in C, capable of parsing 1770 items in 0.78 ms
- Implemented role playing mechanic is including: inventory, navigation, world state, and battle mechanices by utilizing OOP principles

Linkedin Easy Apply Bot | *A digital assistant for Linkedin* **Nov 2023 – Nov 2023**
Node.js, Playwright
- Automated apllication bot, facilitated the application of over 400 job postings in 3 days

Memespace | *Social app for memes* **Nov 2022 – Sep 2023**
Next.js, Firebase, React.js, TailwindCSS, TypeScript
- Integrated Firebase BaaS for storage and user auth
- Added caching with React Query, optimized network performance
- Isolated commit with Git bisect, technique instrumental in resolving build failure
- Crafted troubleshooting template, reduced troubleshooting from two days to two hours
- Documented coding conventions, reduced decision fatigue and enabled efficient development
- Integrated external API, created modules for fetching and UI, resulting in access to 999 memes

Battle Ship | *Board game* **Apr 2022 – May 2022**
Jest, Webpack, JavaScript, SCSS
- Implemented 35 tests using TDD across 3 modules, 16 functions, enabling safe refactorings/robust game logic
- Applied refactoring principles, allowing new feature implementation in 15 minutes
- Implemented a style system using SCSS and the BEM method, with separate files for each screen, resulting in a coherent, easy-to-use, high-quality style system
- Created custom rendering system with Vanilla JS, resulting in modular rendering API supporting 18 components across four screens

Experience

Open Source Contributor | *super-productivity.com* **Apr 2022 – Apr 2022**
- Corrected UI issue by isolating problematic SCSS, resulting change merged into production branch

Senior Aircraft Technician | *Lockheed Martin, Balad AB, Iraq* **Dec 2017 – Jan 2020**
- Fill-in shift supervisor, coordinated maintenance activities across 5 different specialties
- Hand selected for aircraft engine run certification

Technical Skills

- HTML/CSS, SCSS, JavaScript, TypeScript, Bash, C, C++, Lisp
- React.js, Node.js, Next.js, Vite.js, Webpack
- Git, VSCode, Neovim
- Storybook.js, Firebase, Jest, TailwindCSS, React Query, Playwright, lodash