

# Branden Palmer

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## EDUCATION

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### Arizona State University

*Bachelor of Science in Computer Science*

*GPA: 3.81*

Tempe, AZ

*Aug. 2023 – Dec. 2025*

### Community College of The Air Force

*Associate in Applied Science in Aviation Maintenance Technology*

Montgomery, AL

*Jul. 2009 – May 2014*

## PROJECTS

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### MUD Terminal game, Text based dungeon crawler | *C, C++, JSON*

Nov. 2023 – Dec. 2023

- Created JSON parsing script in C, capable of parsing 1770 items in 0.78 ms
- Implemented role playing mechanic including: inventory, navigation, world state, and battle mechanics by utilizing OOP principles

### Linkedin Easy Apply Bot, A digital assistant for Linkedin | *Node.js, Playwright*

Nov. 2023 – Nov. 2023

- Automated application bot, facilitated the application of over 400 job postings in 3 days

### Memespace, Social app for memes | *Next.js, Firebase, React.js, TailwindCSS, TypeScript*

Nov. 2022 – Sep. 2023

- 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 | *Jest, Webpack, JavaScript, SCSS*

Apr. 2022 – May 2022

- 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

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### Open Source Contributor

*SuperProductivity App*

Apr. 2022 – Present

*super-productivity.com*

- Corrected UI issue by isolating problematic SCSS, resulting change merged into production branch

### Senior Aircraft Technician

*Lockheed Martin*

Dec. 2017 – Jan. 2020

*Balad AB, Iraq*

- Hand selected for aircraft engine run certification

## TECHNICAL SKILLS

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**Languages:** HTML/CSS, SCSS, JavaScript, TypeScript, Bash, C, C++, Lisp

**Frameworks:** React.js, Node.js, Next.js, Vite.js, Webpack

**Developer Tools:** Git, VSCode, Neovim

**Libraries:** Storybook.js, Firebase, Jest, TailwindCSS, React Query, Playwright, lodash