

Branden Palmer

brandenpalmer08@gmail.com / linkedin.com/in/branden-palmer / github.com/palmerusaf

Education

Arizona State University / *Tempe, AZ, USA*

Aug 2023 – Dec 2025

- B.S. in Computer Science
- GPA: 3.87 | Dean's List Spring 2024, Fall 2024, Spring 2025
- Accepted into Accelerated Master in Computer Science Program

Community College of The Air Force / *Montgomery, AL, USA*

Jul 2009 – May 2014

- A.A.S. in Aviation Maintenance Technology

Open Source Contributions

G8 Medical Technology / [Link](#) / *Medical App*

Jan 2024 – Apr 2024

Java, JavaFX, SQLite

- Broke six-person team into three feature focused subteams, reduced crosstalk, increased dev momentum
- Performed 37 merges, instrumental in synchronizing six-person team
- Delivered all required specifications on time

Super Productivity / [Link](#) / *Productivity App*

Apr 2022 – Jan 2024

SCSS, Angular.js

- ID'd regression bug by utilizing git bisect
- Corrected UI issue by isolating problematic SCSS, resulting change merged into production branch

Personal Projects

Polyfill Pwn Protector / [Link](#) / *Web Security Browser Extension*

Jun 2024 – Jun 2024

JSON, JavaScript

- Protects users against 380K sites infected with polyfill attack by blocking and replacing infected polyfill domain
- Published three days after attack

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 including: inventory, navigation, world state, and battle mechanics by utilizing OOP principles

MemeSpace / [Link](#) / *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

Battleship / [Link](#) / *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

Other Experience

Senior Aircraft Technician / *Lockheed Martin, Balad AB, Iraq*

Dec 2017 – Jan 2020

Held active secret security clearance

Technical Skills

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