

# Branden Palmer

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## Education

<b>Arizona State University</b> / <i>Tempe, AZ, USA</i>	<b>Aug 2023 – Dec 2025</b>
<ul style="list-style-type: none"><li>• B.S. in Computer Science</li><li>• GPA: 3.87   Dean's List Spring 2024, Fall 2024, Spring 2025</li><li>• Accepted into Accelerated Master in Computer Science Program</li></ul>	
<b>Community College of The Air Force</b> / <i>Montgomery, AL, USA</i>	<b>Jul 2009 – May 2014</b>
<ul style="list-style-type: none"><li>• A.A.S. in Aviation Maintenance Technology</li></ul>	

## Experience

<b>Lead Programmer</b> / <a href="#">ASU</a> / <i>Medical App</i> <i>Java, JavaFX, SQLite</i>	<b>Jan 2024 – Apr 2024</b>
<ul style="list-style-type: none"><li>• Broke six-person team into three feature focused subteams, reduced crosstalk, increased dev momentum</li><li>• Performed 37 merges, instrumental in synchronizing six-person team</li><li>• Delivered all required specifications on time</li></ul>	
<b>Open Source Contributor</b> / <a href="#">super-productivity.com</a> / <i>Productivity App</i> <i>SCSS, Angular.js</i>	<b>Apr 2022 – Jan 2024</b>
<ul style="list-style-type: none"><li>• ID'd regression bug by utilizing git bisect</li><li>• Corrected UI issue by isolating problematic SCSS, resulting change merged into production branch</li></ul>	

## Projects

<b>Polyfill Pwn Protector</b> / <i>Web Security Browser Extension</i> <i>JSON, JavaScript</i>	<b>Jun 2024 – Jun 2024</b>
<ul style="list-style-type: none"><li>• Protects users against 380K sites infected with polyfill attack by blocking and replacing infected polyfill domain</li><li>• Published three days after attack</li></ul>	
<b>MUD Terminal game</b> / <i>Text based dungeon crawler</i> <i>C, C++, JSON</i>	<b>Nov 2023 – Dec 2023</b>
<ul style="list-style-type: none"><li>• Created JSON parsing script in C, capable of parsing 1770 items in 0.78 ms</li><li>• Implemented role playing mechanic including: inventory, navigation, world state, and battle mechanics by utilizing OOP principles</li></ul>	
<b>LinkedIn Easy Apply Bot</b> / <i>A digital assistant for LinkedIn</i> <i>Node.js, Playwright</i>	<b>Nov 2023 – Nov 2023</b>
<ul style="list-style-type: none"><li>• Automated application bot, facilitated the application of over 400 job postings in 3 days</li></ul>	
<b>MemeSpace</b> / <i>Social app for memes</i> <i>Next.js, Firebase, React.js, TailwindCSS, TypeScript</i>	<b>Nov 2022 – Sep 2023</b>
<ul style="list-style-type: none"><li>• Integrated Firebase BaaS for storage and user auth</li><li>• Added caching with React Query, optimized network performance</li><li>• Isolated commit with Git bisect, technique instrumental in resolving build failure</li><li>• Crafted troubleshooting template, reduced troubleshooting from two days to two hours</li><li>• Documented coding conventions, reduced decision fatigue and enabled efficient development</li><li>• Integrated external API, created modules for fetching and UI, resulting in access to 999 memes</li></ul>	
<b>Battleship</b> / <i>Board game</i> <i>Jest, Webpack, JavaScript, SCSS</i>	<b>Apr 2022 – May 2022</b>
<ul style="list-style-type: none"><li>• Implemented 35 tests using TDD across 3 modules, 16 functions, enabling safe refactorings/robust game logic</li><li>• Applied refactoring principles, allowing new feature implementation in 15 minutes</li><li>• 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</li><li>• Created custom rendering system with Vanilla JS, resulting in modular rendering API supporting 18 components across four screens</li></ul>	

## Other Experience

<b>Senior Aircraft Technician</b> / <i>Lockheed Martin, Balad AB, Iraq</i> <i>Held active secret security clearance</i>	<b>Dec 2017 – Jan 2020</b>
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## 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