# Brandon DUONG
Software Engineering Graduate
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## ☰ SKILLS

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|---|---|
| Programming Languages | Python, Java, JavaScript, TypeScript, Kotlin, HTML, CSS, SQL, C#, C, Go |
| Frameworks, Libraries, and Tools | AWS, Azure, Firebase, React.js, Vue.js, Node.js, Express, SQLite3, MySQL, MongoDB, Django, Bootstrap, Git/Github, Latex, Redis, Docker, JUnit, Pytest |
| Developer Tools | Postman, Visual Studio, IntelliJ Idea, Pycharm, Webstorm, Eclipse, Android Studio, Unity, Gantt, Microsoft Office |

## 💼 WORK EXPERIENCE

**2021** — **2022**

**Software Developer & Quality Assurance Co-op, EVENSET**
- Contributed towards 3 interconnected web apps (Vue3 and Vue2) and 1 related android app (Kotlin) through both developer and QA responsibilities in an Agile environment
- Implemented new login page UI and refactored old login page to better fit Zeplin design
- Implemented other miscellaneous, responsive UI components using Ant Design
- Reviewed PRs from other developers that implemented user stories, fixed bugs, addressed feedback, or implemented other automated testing, on Microsoft Azure
- Wrote automated end-to-end tests using Cypress.io for web app and instrumented tests for mobile android app to later run on CI/CD pipeline
- Performed manual tests to verify and provide feedback for implemented user stories and UI that were documented and tracked on Jira
- Performed manual tests to verify and provide feedback for components that were shared between the 3 web apps using Storybook
- Tracked found bugs using Jira and used the created tickets to communicate them to the team
- Attended daily standup meetings to communicate work done and blockers with the developer team
- Attended standup meetings every other daily with stakeholders/clients along with the developer team to communicate work done and blockers
- Attended biweekly sprint review/planning meetings to summarize everything done and improve team's processes

## 🎓 EDUCATION

**2018** — **2023**

**Bachelor of Engineering, Software Engineering, MCMASTER UNIVERSITY**
- Achieved a cumulative grade-point average of 3.9 on a 4.0 scale
- Invited to Golden Key International Honour Society for achieving top 15% in the program

## 🖥 PERSONAL AND COLLABORATIVE PROJECTS

**2022** — **2023**

**Farming Matters (Software Engineering Program Capstone Project), FULL-STACK, COLLABORATIVE**
- Worked with McMaster Professor Dr.Yiannokoulias as the client and supervisor, having created and designed a web-based game with a farming theme whose purpose was to mask a psychological study
- Met weekly with the client to extract specifications and constraints, receive feedback, and discuss potential problems and solutions following iterative and incremental software development
- Thorough learning experience for React, Express.js, Node.js, MySQL, Firebase, and cPanel, strengthening ability to learn different stacks and frameworks

**2022**

**PrettyPets, FULL-STACK, PERSONAL**
- Created and designed a web browser game that allows users to collect pets with randomized species, base color, color filter, variant, traits, star level, and stats
- Implemented independently using React, TypeScript, HTML, CSS, Node.js, and AWS Amplify, displaying self-motivation and comfort in serverless web development