Brandt Campbell

265 Memorial Terrace
Atlanta, GA, 30316
(828) 768-9465
b82campbell@gmail.com

Software engineer with a background in audio engineering and psychology. Extremely logic-based with excellent math skills. My development background currently includes full stack Java and JavaScript, as well as jQuery, Angular and React development. I find great satisfaction in being able to solve problems, and helping people figure out the best way to achieve their goals. I get along well with others, and always try and keep a good sense of humor. Hardworking, but fun. I am looking for a team that values customer experience and using collaboration to make a product that makes the world a better place.

EXPERIENCE

GENUENT HOLDINGS, LLC, Atlanta, GA

Full Stack Engineer | Mar 2020 - Mar 2021

- Design, build, or maintain web sites, using authoring or scripting languages, content creation tools, management tools, and digital media.
- Write, design, or edit web page content, or direct others producing content.
- Confer with management or development teams to prioritize needs, resolve conflicts, develop content criteria, or choose solutions.
- Identify problems uncovered by testing or customer feedback, and correct problems or refer problems to appropriate personnel for correction.
- Evaluate code to ensure that it is valid, is properly structured, meets industry standards and is compatible with browsers, devices, or operating systems.
- Maintain understanding of current web technologies or programming practices through continuing education, reading, or participation in professional conferences, workshops, or groups.
- Analyze user needs to determine technical requirements.
- Develop databases that support web applications and web sites.
- Write supporting code for web applications or web sites.
- Develop or implement procedures for ongoing web site revision.

COGITO CREATIVE, Atlanta, GA

Audio Engineer/ Assistant Editor | Mar 2013 - Sep 2019

- Synchronize and equalize prerecorded dialogue, music, and sound effects with visual action of motion pictures or television productions, using control consoles.
- Record speech, music, and other sounds on recording media, using recording equipment.
- Prepare for recording sessions by performing activities such as selecting and setting up microphones.
- Convert video and audio recordings into digital formats for editing or archiving.
- Mix and edit voices, music, and taped sound effects for live performances and for prerecorded events, using sound mixing boards.
- Set up, test, and adjust recording equipment for recording sessions and live performances.

EDUCATION

GENERAL ASSEMBLY

Atlanta, GA

Software Engineering (Dec 2019)

- **Relevant Coursework:** Software Engineering Immersive

UNIVERSITY OF NORTH CAROLINA AT CHAPEL HILL

Chapel Hill, NC

Associate in Arts (A.A.) Psychology (May 2009)

- **Relevant Coursework:** Lego Robotics - FYS (C++)
- **Extracurricular Activities:** Dance Marathon (benefit for NC Children's Hospital)

ADDITIONAL SKILLS

- Git
- HTML
- CSS
- Agile | Scrum
- JavaScript
- React | Redux
- MongoDB/Mongoose
- MERN Stack
- Java | Spring | Springboot
- MySQL | PostgreSQL | Sequelize
- Angular
- Heroku
- AWS
- GCP
- Jquery
- Bootstrap
- Express | Handlebars
- GO

CERTIFICATIONS

- Software Engineering and Full Stack Development
- Diversity and Inclusion Advocate
- Object Oriented Programming in Java