BRYNNON PICARD

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🎓 EDUCATION

Queen's University
Sep 2016 – April 2021
(Expected)

Bachelor of Computing, 3.64 Cumulative GPA
Highlights: Specialization in Software Design, earned A+ in Data Structures course, Dean's Honour List in 2016-2017 and 2018-2019 years

➕ EXPERIENCE

Ratehub.ca
May 2019 – Aug 2020
Full-time

Software Engineer Intern
- Developed and maintained billing systems to accurately track revenue from thousands of conversion events daily using Node.js and MongoDB
- Lead the development of Ratehub's serverless Functions as a Service (FaaS) infrastructure, improving deploy speed, scalability, and reliability
- Built CI/CD pipeline in Github Actions for building and deploying developer code to our FaaS environments
- Created cron job extension for the open source "OpenFaaS" project using Node.js

BeenThere Inc.
Oct 2016 – Feb 2017
Contract

Fullstack Developer
- Developed a web-based minimum viable product (MVP) for a social travel startup, using PHP, SQL, HTML, JavaScript, and CSS
- Built features such as: profile pages, friend lists, private messaging, user posts, and photo uploads

🧪 PROJECTS   + MORE AT BRYNNONPICARD.COM

JobHunt
2019 - Present

https://jobhunt.fyi
- Developed a web app for job seekers to track their job applications using Node.js, MySQL, HTML and CSS, amassing over 150 users since launch
- Built features such as user accounts, sign in with LinkedIn, a cron-based notification system, todo checklists, an analytics dashboard, and company logo retrieval with the Clearbit logo API

SkiFree
2019

https://brynnonpicard.com/skifree
- Lead a team of fellow students to create a virtual reality (VR) skiing game using the Unity game engine, and released it on Google Play
- Used the Google cardboard SDK to develop the endless-runner game, and presented it at Queen's University's annual Computing Showcase

🔨 SKILLS

Languages: Node.js/JavaScript, Python, HTML, CSS, SQL, Java

Tools/Frameworks: MongoDB, Kubernetes, Docker, Kafka, Express.js, Git, Unity 3D, Linux