BRANDON
NEIL T. COOPER

Full-Stack Developer

CONTACT

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🏠 Port St. Lucie, FL

SKILLS

- Problem Solving
- Programming
- Architectural Design
- Low-Level Engineering
- Back-End Development
- Front-End Development

INTERESTS

- Software Engineering
- Mastering Frameworks
- Business Development
- Information Security
- Low-Level Engineering

HOBBIES

- Coding
- Learning New Technologies
- Developing Innovative Solutions
- Game Development
- Researching & Learning
- Gaming

PROFILE

Hello, I am a professional software engineer with over 8 years of experience writing professional code. Most recently I have been working in full-stack development, and project management.

I have been specializing in multi-industry SaaS solutions, planning architecture, organizing development and collaborating with a variety of teams such as stakeholders, QA, and my development team.

EXPERIENCE

Principal Software Engineer

Rontoo April 2020 to Present

My responsibilities are Architectural Design, Training, Full-Stack Development, and project management. I oversee collaboration and all development operations of our team

- Project Management / ClickUp Assigning
- Full-Stack SaaS Architecture Design & Planning
- Training and endless learning for continuous team-growth

Full-Stack Developer

RoyalTronics April 2020 to Present

My duties as a full-stack developer were to take Figma designs or mockups, create them in a variety of front-end frameworks, and database design, and full back-end development

- Mobile App Development (Flutter, Native, PWA)
- Front-End Development (React, Tailwind, CSS, Zeplin)
- Back-End & API development (NodeJS, Laravel, Flask)

Full-Stack Developer (IC)

UpWork/Independent March 2016 to Present

Working as an independent contractor, I have been doing freelance work since 2016. I have mastered and became familiar with many languages and frameworks over the years.

- Desktop App Development (C++, QT Framework, etc)
- Full-Stack Development (PHP, Python, NodeJS, React, etc)
- Unity Game Development (C#, Level Design, Game Mechanics, etc)