BRAYDEN VERNON

FULL STACK WEB DEVELOPER STUDENT

CONTACT

- 📞 (918) 261-8083
- ✉️ brayden.vernon444@gmail.com
- github.com/Vernon-444
- www.linkedin.com/in/brayden-vernon/
- www.braydenvernon.com
- 📍 Tulsa, OK

EDUCATION

Diploma in Computer Science & Full-Stack Web Development

Holberton School

Tulsa, OK   Dec 2023

Full-time, 20-month, rigorous hands-on project-based curriculum covering a wide range of technical concepts, skills, and tools. Studied programming languages, algorithms, data structures, and modern web development technologies. Started in C and Bash, working up to real-world applications of Front-End, Back-End, and DevOps engineering. Graduated 3.7 GPA

Tulsa Community College

Tulsa, OK   2018-2022

Completed courses include 30 credit-hours across in pre-engineering curriculum including: Calculus/Trig/Geometry, Engineering Physics, Engineering Design & Ethics, Engineering Chemistry, and Computer Hardware.

SKILLS

- React
- Nodejs
- Nextjs
- JavaScript, jQuery, nodeJs
- Python, Flask, Babel
- Unix/Linux (Ubuntu)
- SQL, MySQL
- C/C++

AWARDS

C++ Certification (W3 Schools & Udemy)
- verify.w3schools.com/1NVHQ2DJ6l

Fortran Completion Certificate (Udemy)
- Completed 09/2023

Heartland Gaming Expo 2015
- 5th Place in Game Creation Category

Guinness World Record Holder
- Expected Dec 2024
- Generated $500+ for charity

PROFILE

Intrinsically motivated student of Computer Science and Full-Stack Web Development at Holberton School - Tulsa with over 120 technical projects completed. Served as a student tutor for 5 months, coving low-level, front, & back-end languages through one-on-one problem solving and live presentations. Consistently recognized for providing exceptional effort, coordination, communication, and leadership in cooperative projects.

PROFESSIONAL EXPERIENCE

Student Tutor

Holberton School   09/2022 - 02/2023

- Applied different teaching techniques to improve student grades, build test skills and foster confidence by conducting mock interviews, conducting code reviews, and demonstrating practical problem solving techniques at the whiteboard and terminal alike.
- Tutoring a body of over 100 students on the principles of Computer Science, Full Stack Software Engineering and lower level applications.
- Reviewed submitted work, conducted mock interviews, and provided assistance for 120+ different projects.
- Languages covered included Unix, C, Python, MySQL, HTML/CSS, and JavaScript

PROJECTS

Music In Tulsa   12/2023

- Web app focused on helping people find local musicians they will love by creating a directory, and a recommendation tool to fit your tastes
- Created cloud functions to interface with client requests, Spotify API, and ML model (hosted on GCP) that handled data manipulation/parsing to allow users to use the recommendation tool by offloading the work to a server
- Assisted the development of key visual features to continue the musical asthetic while incorporating themes of Tulsa

https://musicintulsa.com

github: https://github.com/nathanhall762/TulsaMusicianDirectory

DG Course Caddy   11/2023-current

- Created an API that factors in weather, temperature, course difficulty, and the player's score dynamically
- Generates a score more consistent that the conventional PDGA rating system
- Collaborated with a team of 3 to make the back-end functional with the front end by setting high communication standards
- Hosted through Firebase and Firebase Cloud Functions
- Focused on back-end, setting up cloud function, data organization, data manipulation.
- Expanded react app to allow authentication of users so their scores can be saved across all deviieces. (still under construction, more features to come)

https://discgolfscore.com

Simple Shell & Memory Leak Livecoding   12/2022

- Updated a shell created in C to have various methods of memory leaks to demonstrate and debug in front of a live audience of approximately 40 students
- Networked and engaged with the audience to facilitate an active learning environment
- Restored program by walking through how to find & debug memory leaks using Valgrind
- Demonstrated how to communicate technical issues with partners through git & slack applications

Github: https://github.com/Vernon-444/simple_shell_2

Readme & Git Practices Livecoding   10/2022

- Coded a sample project relative to the curriculum of the audience to create a Readme file
- Prioritized industry practices in the creation of the readme by analyzing the sample project
- Enhanced readability of the documentation by applying Markdown and HTML.
- Reinforced the significance of proper documentation and communication practices

https://github.com/Vernon-444/Live_Coding/tree/main/Mastering_Readme