

# Brandon Neuschafer

4007 Waterview Loop, Winter Park, FL 32792 - (407) 625-0723 (H) - (407) 625-0723 (C) - bneuschafer@gmail.com

## Summary

**CAREER OBJECTIVE** To architect and implement robust interactive software solutions that has realistic gamification for training scenarios. To provide accurate expectations for its customers while keeping them in tune with technological advancements to have the edge they desire. To peak perform in a team oriented environment that effectively uses best practices and unit testing for minimizing project rework.

**OVERVIEW** Software developer with over 15 years of experience creating dynamic, database-driven web and windows applications using Microsoft centered technologies with the ability to perform full system deployments while managing simultaneous projects. Extended development skills in database architecture and administrative operations. Experienced in graphic design, building small-scale 3D models and animation sequences for military contract work. Usage of modeling and simulation tools to develop real-time flight simulation. Security clearance acquired in 2007 (Expired April 2010).

## Highlights

- C# 4.0
- ASP.NET 4.5
- WCF
- DHTML
- MVC
- Bootstrap
- UML
- C/C++
- Scrum
- OOP
- LINQ
- Java/JSP
- JQuery
- AJAX
- T-SQL
- PL/SQL
- Unity 5.6
- Waterfall
- Visual Studio 2013 – Professional
- SQL Server 2012
- Oracle SQL Developer 4.1.5
- Visual Studio Team Foundation Services
- Visio 2010
- Internet Information Services (IIS) 7
- Presagis Terra Vista 14
- Presagis Stage/FlightSIM
- JIRA Project & Mantis Bug Tracker

## Experience

### **Senior Software Developer**, (March 2016 – Present)

ORANGE COUNTY GOVERNMENT, INTERNAL OPERATIONS CENTRE – ORLANDO, FL

- Primary developer of Fast Track, the web-based solution for Orange County's Land Development Management System which allows registered users to perform permitting operations online. Fast Track also serves as a public facing tool for scheduling inspections, retrieving permit information, case development, and reports.
- Lead of three contractors on the Fast Track team, delegating mid to large project tasks to those with relative skills while continuing to familiarize them with the architecture and develop using best practices of OOP.
- Developer of administrative browser-based tools of the Orange County officials' Back Office system using Java and JSP technologies.
- Analyst to business requirements and implementation of Orange County rules using the Waterfall methodology in both Fast Track and Back Office.

### **Mid Level Software Developer**, (June 2008 – February 2016)

IGPS LOGISTICS – ORLANDO, FL

- Versatile developer of solutions for a transportation logistics company which re-circulates plastic pallets with embedded RFID and GPS technology for tracking and tracing purposes.
- Developed and maintained the Bloodhound intranet site, which serves as the interface for updating facility profiles, approving orders, and correction of transactional data. Responsible for all design layout, functionality, database structure and objects, queries, and unit testing.
- Major team contributor of the invoicing web application, iLedger, that serves as the finance team's tool for the customer billing process. Effort required the full spectrum from analysis of the business needs,

- understanding of invoicing rules, technical design, and documentation to implementation of the system.
- Architected and developed windows and web services to validate and move transaction data between systems.
- Performed database administration for the reporting servers to repair inefficient and broken processes.
- Contributed to the development of a web portal for manufacturing customers to view order and facility information, and populate transfer information to substitute the previous means of tracking by scan.
- Enhanced the functionality of the hand-held Motorola scanner used for RFID tags and barcodes to allow for BOL/Container scanning and GPS detection. Able to decipher and implement code in a less accommodating architecture and deployed a successful revision to all handhelds used at multiple depots.
- Capable of deploying and maintaining applications to multiple environments (Dev, QA, and Production) and effectively branching, updating, and merging source control code in TFS.

**Software Developer, (May 2006 – April 2008)**

JARDON AND HOWARD TECHNOLOGIES, INC. – ORLANDO, FL

- Implemented a logical 3-tiered web-based application named Acoustic Training and Simulation (ATaS) which models specification data for naval vessels and aircrafts.
- Developed ATaS in the .NET environment using HTML, CSS, and JavaScript client-side code. Server-side was handled using ASP.NET controls, AJAX, and extensive C# particular for mathematical operations to calculate acoustic data for the cavitation effect of submarines.
- Extensive SQL Server procedures were written as well as modifications to database design.
- Created web charts and graphs for the ATaS application for visual representation of implemented data objects using the Infragistics NetAdvantage 6.3 toolset.
- Front-end developer for other various applications used for training including a six month project requiring security clearance at NAVAIR.

**Associate Software Developer, (August 2004 – May 2006)**

KIRCHMAN CORPORATION – ALTAMONTE SPRINGS, FL

- Responsible for the development and migration of code for trademark banking software, Kirchman Bankway, from a Windows based environment developed in Visual Basic 6, to a new web browser interface in Visual Studio.NET and SQL Server 2000.
- Developed a project manager for setting deadlines according to its phases and allow each phase to have a message board for updating information.
- Developed a web based bug tracker to help several development teams more efficiently trace software issues. Automated emails, sortable table fields, updatable records, and a search utility were also incorporated.

**Multimedia Assistant, (July 2002 – November 2003)**

DISTRIBUTED SIMULATION TECHNOLOGY – ORLANDO, FL

- Created simulated instrument panel gauges using DiSTI's own simulation tool, **GL Studio**, which combines its 2D and 3D design capabilities writing reusable C++ source code objects.
- Created textures of photo-realistic instruments from jet fighter planes in Adobe Photoshop for mapping on 2D and 3D surfaces in GL Studio.
- Created various 3D models in 3D Studio Max for generating simulated objects in GL Studio.
- Redesigned a portion of the company web site including its home page using Adobe GoLive's authoring tools, HTML, JavaScript, and CSS. <http://www.simulation.com>

## Education

**Master's Degree, M.S.**

UNIVERSITY OF CENTRAL FLORIDA, ORLANDO, FL  
Modeling and Simulation

**8/14 – Present**

**Bachelor's Degree, B.A.**

UNIVERSITY OF CENTRAL FLORIDA, ORLANDO, FL  
*Major:* Internet Interactive Digital Media; GPA 3.1/4.0  
*Member of Alpha Tau Omega Fraternity: Social Chairman '04*

**Completed – 4/04**