

Branden Bean Drake

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Full Stack Developer | Python & SQL Specialist | AWS Certified Cloud Practitioner

Versatile, results-oriented Full Stack Developer with diverse experience and specific expertise building and optimizing data pipelines, developing scalable software solutions, and enhancing system efficiency using Python, SQL, and cloud technologies.

Dynamic Full Stack Developer and AWS Practitioner with extensive experience creating and optimizing software solutions across multiple industries. Skilled in Python, SQL, and cloud-based infrastructure, with a focus on automating processes, building robust data pipelines, and coding proprietary libraries to enhance system efficiency. Adept at collaborating with cross-functional teams, mentoring junior developers, and communicating effectively with non-technical stakeholders. Certified AWS Cloud Practitioner, experienced with Docker, CI/CD, and Terraform. Highly analytical and detail-oriented, with a passion for continuous learning, problem-solving, and delivering user-centered software solutions.

Technical Skills

- **Programming Languages:** Python, SQL, Java, C#, C++, Lua, Batch, JavaScript
- **Frameworks & Libraries:** Flask, Jinja, ASP.NET Core MVC, jQuery
- **Cloud & DevOps:** AWS (Certified Cloud Practitioner), CI/CD Pipelines, Docker, Terraform, GitHub Actions, AWS Services (including S3, EC2, Lambda)
- **Automation & Scripting:** Process Automation, Data Pipeline Automation, API Integration (Interfacing and Creating APIs), Batch Scripting, Creating and Maintaining Proprietary Libraries
- **Testing & Development Practices:** Test-Driven Development (TDD), Unit Testing, Regression Testing, Debugging, Pair Programming, Agile Methodologies, Technical Writing
- **Version Control & Collaboration Tools:** Git, Bitbucket, GitHub, Sourcetree, Perforce
- **Tools & Software:** Jira, ServiceNow, FogBugz, Trello, Slack, Zoom, Notepad++, WinSCP, Zeplin, Microsoft Excel, Microsoft Office, Microsoft PowerPoint, Microsoft Visio, Eclipse, Textpad
- **Web Development & UX:** HTML, CSS, UX Design and Testing, User Experience Design, Front-End Development with JavaScript and React (recently started learning)
- **Platforms & Operating Systems:** Windows, Linux, Unix
- **Infrastructure as Code:** Terraform, Docker, AWS, CI/CD Pipeline Configuration
- **Database Management:** Microsoft SQL Server, T-SQL, Database Query Optimization, Data Pipelines, SQL Querying, Troubleshooting Database Issues

Soft Skills

- Project Management
- Time Management / Organizational Skills
- Team Leadership / Mentoring
- Cross-Functional Collaboration
- Interpersonal Communication
- Conflict Resolution
- Process Improvement
- Analytical / Problem Solving Skills
- Diplomacy Skills

Professional Experience

ABN AMRO Clearing Chicago – Chicago, IL

Clearing Systems Support Engineer, (April 2018 to February 2023)

Developed and maintained Python scripts and SQL queries to support proprietary data processing pipelines. Collaborated with business teams to elicit requirements, troubleshoot production issues, and implement long-term solutions. Standardized complex operations and automated data pipelines, improving system reliability and efficiency. Provided mentorship to new team members and served as the subject matter expert for Python across departments.

Key Accomplishments:

- Automated Python-based and SQL database data pipelines and libraries, reducing manual processes and improving overall efficiency.
- Led the development of a Python solution for API response processing, streamlining error handling and data retrieval across teams.
- Mentored new team members and documented processes, improving onboarding and cross-team knowledge sharing.
- Automated recurring issues, significantly reducing overnight support incidents and enhancing system reliability.

Various Clients, Multiple Locations

Lead Software Engineer / UX Researcher / Game Designer (Contract/Consulting Work), (2012 to April 2018)

Delivered software development, UX research and game design solutions for multiple clients including major tech companies - Microsoft, UpTop, and The Digital Future Lab. Collaborated with clients to build web applications and improve user experiences, translating high-level goals into functional, user-friendly designs.

Key Accomplishments:

- Programmed features for a Fortune 50 internal portal using HTML, CSS, jQuery, SQL, C#, and ASP.NET Core MVC.
- Developed game prototypes using Java, including a visual layering system and reusable code libraries for future game development.
- Conducted UX research and user testing, optimizing touch controls and improving interface accessibility for a game prototype.
- Created a taxonomy change for a live production environment, reducing technical debt and improving code readability.
- Translated client goals into effective design solutions for a digital history exhibit, enhancing user engagement and interface design.

Warner Brothers Games

Technical Game System Designer, (2007 to 2011)

Designed and implemented game system features for major titles, focusing on AI behavior, scripting game mechanics, and enhancing user experience. Collaborated closely with cross-functional teams to ensure smooth integration of gameplay elements and user testing feedback.

Key Accomplishments:

- Designed and scripted enemy gameplay and AI for Lord of the Rings: War in the North, enhancing combat mechanics using Lua and XML.
- Developed standardized templates for scripted entities, improving the efficiency of the design team and reducing redundant coding efforts.
- Led low-budget user testing initiatives for Guardians of Middle-Earth, identifying and resolving critical design issues before implementation, reducing project pivot costs.

Education / Certifications

Bachelor of Science in Computer Science & Software Engineering

University of Washington, Seattle, WA
Graduated **Magna Cum Laude** | GPA: 3.88

AWS Certified Cloud Practitioner

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