

# Brandon Peterman

Software Developer

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🌐 bpeterman.com

**Software Developer** experienced in object-oriented design, user interface design, and collaborative development environments.

## Experience

2011–2016 **Software Developer**, *Epic Systems Corporation*, Verona, WI.

Researched, designed, and developed patient management and scheduling functionality for Epic's Hyperspace product suite, including both database and user interface design.

*Highlights:*

- Designed and developed scheduling workflow designed to enhance engagement between patients and care providers.
- Worked directly with end-users to discover their needs and pain points in order to address them in future versions of the software.
- Supervised interns, guiding design and implementation of summer projects.

## Education

2007–2011 **Bachelor of Science, Computer Science**, *University of Rochester*, Rochester, NY.

Graduated cum laude with a focus on software development.

## Technical Experience

### Proficient

Languages C#, Ruby, Javascript, HTML, CSS, Java, Visual Basic, MUMPS  
Technologies Visual Studio, Git, SVN, Windows, Ubuntu Linux

### Experienced

Languages C, C++, Python, L<sup>A</sup>T<sub>E</sub>X, Matlab  
Technologies jQuery, Blender, Photoshop, MySQL, MS SQL, Emacs, Node.js

## Relevant Coursework

Computer science Web Programming, Human-Computer Interaction, Collaborative Software Engineering  
Mathematics Cryptography

## Personal Projects *See my website for additional details.*

Overwatch Single-page web app for monitoring disparate network services, such as game and communication servers.  
twitch-gpm Node.js bot that serves as a remote control and monitor for a desktop media player.