

Brandon Hawley

Software Engineer | Backend Developer | IT Infrastructure

Independence, MO | **Portfolio:** [bhawley45.github.io](https://github.com/bhawley45)

Professional Summary

Software Developer and IT Infrastructure professional with experience building web applications, automation tools, and business software while designing and supporting enterprise IT environments. Skilled in Python, C#, Java, PHP, SQL, Linux, and networking, with experience developing end-to-end software solutions from backend services to production infrastructure.

Relevant Experience	Lead IT Technician – Cumoratek Consulting LLC [2023 – 2026] • Provided comprehensive IT services for businesses and individuals in the KC Metro area, including churches, private businesses, and schools. • Designed and deployed enterprise network and server infrastructure including Linux servers, Microsoft 365, SQL databases, networking, and custom software integrations. • Developed custom web applications, automation scripts, and websites to streamline client workflows. • Diagnosed and resolved complex software, networking, and infrastructure issues for business clients both remotely and onsite.		
	Owner – Hawleywood Electronics LLC [2018 – 2022] • Operated an independent technology services business delivering electronics repair, contract website development, and IT consultation. • Installed, repaired, and maintained desktop, mobile, and enterprise equipment. • Delivered end-to-end client solutions including meetings, implementation, and post-delivery support. • Managed all business operations including client communication, scheduling, and billing.		
Education	Foundational C# Certification. <i>Microsoft (2024)</i> Certification in Software Development <i>The Tech Academy (Graduated with Honors, 2024)</i> CompTIA A+ Certification <i>Metropolitan Community College (2018)</i> BS in Computer Science (partial) <i>MCC & MWSU (2018–2020)</i>		
Projects	Crossbow Training [Unreal] • Developed a 3D first-person target-shooting game in Unreal Engine as a capstone project. • Designed gameplay systems including projectile mechanics, scoring, AI targets, and animation integration. • Completed project within a three-day development sprint while learning Unreal Engine and Blender simultaneously.	Enterprise Application Proxy [Python] • Developed a desktop application that transparently authenticated browser requests to enterprise power controllers through a local HTTP proxy. • Designed a multithreaded proxy server supporting HTTP GET and POST forwarding, request validation, header injection, and dynamic localhost port allocation. • Implemented authentication pre-validation, connection monitoring, and secure credential handling without persistent storage. • Built a graphical interface using tkinter to simplify deployment for non-technical users.	Droppin’ Tilted [C#/Unity] • Built a 3D physics puzzle game featuring custom movement mechanics and environmental interaction. • Designed gameplay systems, audio feedback, and level architecture from initial concept sketches through implementation. • Implemented custom movement and physics systems to stabilize platform behavior and improve gameplay feel.
	Programming: Python • C#/.NET • Java • PHP • JavaScript • SQL • HTML/CSS • C/C++ Systems: Linux Administration • Virtualization • Microsoft 365 • SQL Server • Networking • pfSense • UniFi	Software Development: Git • GitHub • REST APIs • OOP • Agile • Visual Studio Scripting & Tools: Bash • Powershell • JSON • Godot • Unreal Engine • Unity	

In Progress

Cisco Certified Network Associate (CCNA) - Expected 10/2026
AWS Certified Developer Associate (DVA-C02) - Expected 09/2026