

Bryson Moore

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Software Engineer

Early-career software engineer with diverse interests in the field of computing. Seeking full-time opportunities to work collaboratively on innovative software solutions. Passionate about using bleeding-edge AI tools and technologies to augment my development capabilities. Strong interpersonal communication skills, eager to work in a dynamic team environment. Confident in ability to quickly adapt to a wide range of tech stacks, tools, and programming languages.

Skills

Languages: C#, Python, Java, JavaScript, TypeScript, SQL

Tools: ASP.NET Core MVC, Razor Pages, React, Node.js, Microsoft SQL Server, PostgreSQL, Unity, SharePoint

Skills: Project Management, Data Analysis & Visualization, Problem Solving, Cross-Functional Collaboration

Education

Georgia Institute of Technology, B.S. in Computer Science – *Atlanta, GA*

Dec 2023

- Major GPA: 3.51/4.00
- **Achievements:** Dean's List (Spring 2023, Fall 2023), Faculty Honors (Summer 2023)
- **Coursework:** Computer Graphics, Human-Computer Interaction

Experience

Full Stack Software Engineer, Authority Brands – *Atlanta, GA*

March 2026 – Present

- Took primary responsibility for development of a company-wide SharePoint intranet platform, building custom SPFx web parts and application customizers with TypeScript and React
- Designed and implemented reusable frontend components and SharePoint integrations to extend native platform capabilities and improve employee experience
- Collaborated with business stakeholders to gather requirements, refine solutions, and deliver features supporting internal communications and knowledge sharing
- Leveraged AI-assisted development tools, including Claude and Kiro, to accelerate development, research unfamiliar technologies, and improve delivery velocity

Jr. Software Developer, Little League International – *Williamsport, PA*

April 2024 – March 2026

- Develop and maintain suite of ASP.NET Core MVC web applications throughout Agile sprints for the management of leagues, teams, and players relied on by thousands of leagues in more than 80 countries
- Roll out distribution of custom firmware iPads to vendors, sponsors, and scorekeepers for use in annual Little League World Series, which welcomes tens of thousands of spectators each summer
- Construct advanced SQL queries and integrate with Dapper ORM into data access layer to generate exportable reports for league and district administrators
- Manage the use of third-party libraries within applications, including jQuery and Bootstrap for frontend development; RestSharp, CsvHelper, and Dapper for backend development

Projects

fliq - daily movie game

playfliq.com

- Developed a daily, interactive movie guessing game inspired by Wordle, featuring a color-coded context system, AI-powered lifelines (hints), and real-time, persistent game state management
- Built in TypeScript with React frontend, Node.js/Express backend, PostgreSQL database, and modern UI libraries (PrimeReact, Tailwind CSS, Motion). Deployed to production using Netlify, Railway, and Supabase
- Implemented advanced features including progressive hint systems, comprehensive game analytics, and AI-augmented tools using gpt-4o-mini, OpenAI API, and independently fine-tuned prompt engineering