

Brandon LaRouche

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Education

Boston College

- Pursuing a Bachelor of Science degree in Computer Science with a minor in Economics at Morrissey School of Arts and Sciences

2015 – Present

- One of 22 selected students of whom applied to enroll in the ISYS321501 Entrepreneurial course and Ghana field study

MIT Launch (<http://mitlaunch.com>)

- One of 75 high school entrepreneurs accepted

July 2014 – August 2014

- Developed and launched a startup within four weeks

Experience

Full Stack Developer at Impact Chain Lab

- Developing React Native application

March 2018 – Present

August 2017 – Present

Research and Teaching Assistant at Boston College

- Swift for iOS Development (ISYS216001)

May 2017 – Present

Developer Relations at Roblox (<http://roblox.com/>)

- Documented new and existing Lua APIs on the platform's wiki

- Developed libraries of code available to millions of users

February 2017 – June 2017

- VenU is a SaaS company focused on creating better experiences for fans in all sectors of entertainment.

VenU Entertainment, Inc. (<http://venu-entertainment.com>)

- Developed the iOS platform on a Parse Framework backend

December 2015 – Present

QBeat, Inc. (<http://qbeatapp.com>)

- Founded of startup with a B2B app that provides venues with geolocalized social music queues to drive customer engagement

December 2015 – Present

Boston College Student Tech Consultant – Boston, MA

- Assistant at the Technology Consultant branch of Boston College ITS in five areas of faculty on campus

- Worked on projects to change the organization of Boston College ITS department

September 2015 – May 2015

Boston College Compass Fellowship – Boston MA

- A compass fellow in the Compass Fellowship club at Boston College

September 2015 – July 2015

Boston College CS Society – Boston, MA

- Member of the Executive-Board; event planning to help manage guest speakers and events

April 2015 – August 2015

MIT Launch Intern – Boston, MA

- Education Coordinator at MIT Launch, a 4-week summer program that teaches entrepreneurship to high-school aged students

- Helped coordinate guest speakers
- Assisted with developing slide-decks for the curriculum and co-taught multiple lessons

July 2014 – September 2014

Crowned – Cambridge, MA

- Founded of a tech startup named Crowned as a student at the Launch Summer Program

2012 - Present

Published Author

- Published two *ROBLOX Lua Programming* books in 2012 and 2013 both digitally and in print

- Sold over 10,000 copies both digitally and in print

iOS and Mac Developer at Double Trouble Studio (<http://doubletroublestudio.com>)

2009 - Present

- Worked with other developers to publish applications they have developed
- Developed and released over 30 iOS applications

- 650,000+ total mobile app units downloaded

Independent Studies

- Certificated of completion from Edx courses
 - BerkeleyX CS-169.1x - July 2013
 - BerkeleyX CS-169.2x - August 2013

- Attended the Launch Summer Program for entrepreneurship at MIT - 2014

Placements

- Featured in VentureBeat on July 21st, 2017
- Featured in the Catapult Entrepreneurship blog on Saturday, February 4th, 2017
- Featured in the Boston Herald on Saturday, April 28th, 2012
- Featured in the San Jose Mercury News on July 14th 2012

- Featured on Digital Journal on July 14th 2012
- Featured on VentureBeat on July 15th 2012
- Featured on the ROBLOX Developer blog on July 15th 2012
- Featured on the ROBLOX Developer blog on July 23rd 2012

Skills

- Course experience with C, HTML, CSS, Ruby, Python, and JavaScript
- Thorough and expanding knowledge of Objective-C, Java, and LUA

- Experience with iOS, Mac OSX, and Android development
- Experience with Mac OSX devices as well as Windows
- Experience with Linux command line environment
- Experience with enterprise system management