

BRYAN TINEO

Linkedin.com/in/bryan-tineo | <https://bryantineo.dev> | brillant16.gcv@gmail.com | Long Beach, CA | 562-832-3911

EDUCATION

California State University Long Beach

Expected Graduation May 2026

Bachelor of Science in Computer Science | Minor Cyber Security

Memberships: National Society of Leadership and Success, Tau Beta Pi Engineering Honor Society, SHPE, ACM.

LANGUAGE AND TECHNICAL SKILLS

Languages: C#, JS, Swift, Python, Java, SQL, RISC-V, Assembly 6502, Javascript.

Web: HTML, CSS, SASS, Bootstrap, React Native, Node.js, Spring JPA, MockMVC, MongoDB, Spring Boot.

Tools: Git, Xcode, Unity 2D, GNU Bash, CentOS, Docker, Postman, AWS, EC2, RDS, S3.

Skills: Game Dev, App Dev, Web Dev, Frontend, Backend, Full-Stack, Leadership, Technical Acumen, Teamwork.

EXPERIENCE

BNY Mellon – Engineering Developer (CMTE Clearance & Collateral)

May 2025 – August 2025

- Designed and implemented a new frontend feature in **Angular**, building reusable **HTML** components and service layers that integrated with secure backend **APIs**.
- Developed and tested RESTful backend services in **Spring Boot**, following **secure coding**, **application security**, and internal compliance standards.
- Implemented **cookie-based authentication** and role-based access control using **Jakarta Servlet API** and **@Entitled** annotations to secure endpoints.
- Built an efficient data mapping algorithm to structure large backend datasets for document generation, with high test coverage using **JUnit 5** and **Mockito**.

Calité – IT Manager's Assistant Internship

August 2024 – May 2025

- Developed and designed Web Apps with **React Native**, ensuring tailored solutions for small business needs.
- Managed and administered company servers and internal systems, enhancing **network security** and operational reliability.
- Provided IT troubleshooting, improving workflow efficiency.

Netflix – Software Engineering Externship

January 2023 – April 2023

- Designed and developed RESTful APIs using **Spring Boot** and **MockMVC**, incorporating **OAuth2** for secure authentication and robust controller testing.
- Deployed cloud-native web services and databases using **AWS** (EC2, RDS, S3), ensuring cloud security best practices.
- Extensively used **Insomnia** and other API testing tools to validate API functionality, performance, and security.

PROJECTS

Sea Turtle Conservation AI Project (520 hours)

January 2024

Link: <https://github.com/bryanmax9/AWS-MachineLearningProject>

- Engineered an AI model with **AWS Sagemaker** and **Python** to identify baby sea turtles' conservation efforts.
- Streamlined dataset management via **AWS S3**, and created an interactive Netlify web application.
- Leveraged **Pandas** and **Seaborn** for data analysis and visualization, guiding strategy model improvements.
- Deployed a responsive serverless **API** with **AWS Lambda**, enabling dynamic user interactions.

Netflix Game Store API (320 hours)

April 2023

Link: <https://github.com/bryanmax9/Netflix-Pathways-Bootcamp-Final-Project>

- Spearheaded the development of a fully responsive Game Store API in collaboration with Netflix.
- Orchestrated the creation of a comprehensive inventory management system and instituted an automatic deduction system for item quantities upon invoice creation.
- Engineered the REST API using **Java** with **Spring Boot JPA** and implemented **GraphQL** improving usability.

Ignite Game Jam Unity with Blizzard & Activision: "Into The Mind" (72 hours)

June 2022

Link: https://github.com/bryanmax9/ignite_game_jam

- Developed a 2D RPG game during a 3-day sprint where players navigate a character with unexpected obstacles.
- Skillfully utilized the singleton pattern in **C#** to enable seamless interaction between scripts.

Extracurriculars

Bloomberg Tech Insights Summer School

June 2025 – August 2025

- Selective 7-week program of Leetcode-style problems in a competitive, unpaid technical training program hosted by Bloomberg engineers to strengthen problem-solving and interview skills.

CodePath.org – Technical Training Programs

June 2025 – August 2025

- Completed multiple courses including IOS Mobile Development, Cybersecurity, Web Development and Technical Interview Prep

AWARDS

Certificate of Excellence through High Scholastic Achievement- CSULB

Spring 2021

STEM Advantage Scholar

Fall 2022 - Present