

# Brandon Jernigan

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## Professional Summary

Technical professional specializing in DevSecOps, backend systems, and secure cloud architectures with experience in high-compliance environments. Proven ability to design scalable systems, implement secure CI/CD pipelines, and lead engineering efforts across distributed teams. Background in military leadership and law enforcement provides a strong foundation in security, accountability, and operating under pressure.

## Core Competencies

- DevSecOps & Secure CI/CD
- Cloud & Distributed Systems (Azure, Kubernetes)
- Software Engineering (Backend & Full-Stack)
- Security & Compliance (DoD-aligned environments)
- Leadership & Team Mentorship
- Systems Integration & Automation

## Technical Skills

- Languages: Python, C#, Java, TypeScript, JavaScript, C (GNU99), Rust
- Frameworks: FastAPI, React, Spring Boot, Yew
- Cloud & DevOps: Azure DevOps, GitLab CI/CD, Jenkins, Docker, Kubernetes (AKS, TKG)
- Protocols: Embedded communication protocols (UART, I2C, SPI), WebSocket, SOAP
- Tools: SonarQube, Sonatype, RabbitMQ, PostgreSQL, PowerShell, Kafka GIS: ArcGIS, ArcPy, tile servers, spatial automation

## Technical Experience

### DevSecOps Engineer

Actalent / Quantum Research Intl. (Contract) • Jan 2025 – May 2025

- Designed and implemented a full DevSecOps architecture aligned with DoD compliance standards
- Built a Python-based orchestration platform (FastAPI, RabbitMQ, PostgreSQL) for automated security scanning
- Developed enforcement mechanisms for commit-signing and supply chain integrity within Azure DevOps
- Implemented CI/CD pipelines aligned with secure software delivery requirements

### Full-Stack Software Engineer

Delinea / Fastpath • Mar 2024 – Jan 2025

- Migrated engineering teams to Azure DevOps with integrated CI/CD workflows
- Contributed to system redesign following organizational merger

- Developed and maintained microservices and full-stack components across multiple languages
- Supported AKS-based development environments and onboarding processes

### **Senior Applications Engineer**

Microchip Technology • Apr 2023 – Mar 2024

- Designed and built hardware emulator including schematic, PCB, and firmware
- Led releases of Memory Explorer software suite
- Built internal tools for querying device parameters using Rust and web technologies
- Developed CI pipelines supporting multi-language builds

### **Senior Software Engineer**

Jacobs (NORAD Group) (Contract) • Feb 2022 – Mar 2023

- Led a team of 7 engineers on a real-time threat visualization platform
- Designed Kubernetes-based deployment for air-gapped environments
- Modernized system architecture by replacing legacy services and improving performance
- Implemented Kafka-based messaging infrastructure

## **Military Experience**

### **GIS Engineering Manager**

U.S. Army • Aug 2019 – Feb 2022

- Led and mentored a team of 10 engineers supporting mission-critical GIS operations
- Developed automation tools to improve operational efficiency and decision-making
- Managed large-scale geospatial datasets and distributed systems

### **GIS Engineer**

U.S. Army • Jul 2015 – Aug 2019

- Developed integration services for intelligence systems
- Maintained and administered classified GIS infrastructure
- Provided QA for large-scale data used by operational teams

## **Law Enforcement Experience**

### **Police Officer**

Minot Police Department • Jul 2025 – Present

- Completed law enforcement academy and field training program
- Responded to high-risk and time-sensitive incidents requiring sound judgment
- Conducted investigations, documentation, and evidence handling
- Collaborated with multi-agency teams and engaged with the public

## **Education**

B.S., Computer Science (Software Engineering) • Southern New Hampshire University  
Advanced Software Engineering Immersive • Galvanize