

# Brandon Hillard

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## Education

University of Cincinnati, <i>Cincinnati, Ohio</i>	8/2024
<b>Master of Engineering – Computer Science</b>	<b>GPA 4.00/4.00</b>
<i>ACCEND program, Cincinnati Scholar</i>	
<b>Bachelor of Science - Computer Engineering</b>	5/2024
<i>University Honors Program, Dean's List</i>	
<b>Certificate of International Co-op: Japanese</b>	5/2024

## Experience

Fusion Systems Japan, Tokyo, Japan	Jan-Aug/2023
<b>Software Engineer, Lead Project Frontend Developer</b>	
<ul style="list-style-type: none"><li>Spearheaded the full stack frontend development of a high load, low latency financial technology react application deployed to the Asia and Oceania markets.</li><li>Developed and designed a modern software architecture from scratch, resulting in a platform that was scalable, reliable, and easily understood via documentation for easy cross team communication.</li></ul>	
Perimetrics Inc, Los Angeles, California (Remote)	Summer/2022
<b>Data Science Intern</b>	
<ul style="list-style-type: none"><li>Learned and then lead development of multiple company-wide data reports leading to new insights and solutions using IoT data pipelines, real-time analysis, and high-level graphical modeling.</li><li>Updated core infrastructure to simultaneously eliminate deprecated code while also allowing both server and client sides to have better user experiences and reliable high resolution real-time data.</li></ul>	
Midmark Corporation, Versailles, Ohio	Fall/2020, Summer/2021
<b>Firmware Engineering Co-op</b>	
<ul style="list-style-type: none"><li>Engineered software and hardware connectivity solutions to collect and analyze large amounts of real time data in the cloud obtained from medical devices.</li><li>Lead development on several hardware devices to be used across multiple departments in collecting and analyzing data in the field using microcontrollers and created software programs.</li><li>Programmed the User Interface and Display features for next generation medical sterilizers using QML, C++, and Linux OS in collaboration across engineering teams.</li><li>Investigated and established processes to optimize and refine user interface design across all QML based projects through experimentation and documented results.</li></ul>	

## Skills

### Software/Programming

- JavaScript, TypeScript, Python, C, C++, C#, Java, Golang, HTML, CSS, R, Linux OS, MATLAB, Azure, Git, Microsoft office, Multisim, and Autodesk.

### Side Projects

- Utilized machine learning and data analysis to create a python script for predicting outcomes of NHL games before and during play.
- Learned body and facial recognition techniques to develop a python app to control computer functions using hand and face movement.

## Involvement

President x 2 / Treasurer x 2 / Player – University of Cincinnati Team Handball Club	9/2019 – Current
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