BRENNAN J. PRICE

github.com/BJPrice01 ● 708.378.4975 ● www.linkedin.com/in/brennan-j-price ● brennanjamesprice@gmail.com ● Peotone, IL

HIGHLIGHTS OF QUALIFICATIONS

- Conducted research project and presentation
- Strong aptitude for learning; always eager to gain new skills and knowledge
- Conflict resolution and problem-solving skills gained from customer service work
- Solid organizational and project management skills; ability to resolve issues through completion

SUMMARY OF TECHNICAL QUALIFICATIONS

OPERATING SYSTEMS:

- Windows, Unix, Linux, Android, VirtualBox

PROGRAMMING LANGUAGES:

- C, C++, C#, Java, Python, SQL, Go, Javascript, Android Development, Assembly

WEB DEVELOPMENT:

- HTML, HTML5, CSS, Javascript, Node.js, Handlebars, MVC frameworks, REST

DATA SCIENCE AND STORAGE:

- Pandas, MatPlotLib, NumPy, JSON, XML, Spark, Hadoop, Hive, NoSQL, MySQL, OpenCV

DEVELOPMENT MANAGEMENT TOOLS:

- Git, GitHub, TortiseSVN, Agile

CONTENT CREATION TOOLS:

- Blender, Unity, Adobe Photoshop, OBS, Microsoft Office

HARDWARE/SYSTEMS:

- PC, Cloud, Virtualization

EMERGING TECHNOLOGIES:

- Robotics, Computer Vision, Artificial Intelligence, Neural Networks

EDUCATION

Bachelor of Science in Computer Science — May 2023
Lewis University, Romeoville, IL — GPA: 3.83/4.00
Minors: Mathematics and Data Science
Concentrations: Software Development and Game Programming

PROJECTS

Aidan Interactive Rendering: Capstone Project at Lewis University

- Developed an Autodesk Revit add-on in C# to export 3D views from Revit to fbx files. Those files could then be imported into an Unreal Engine renderer for a live walk through. Developed the UI and functionality of the exporter.

Quantum Quarrel: Project at Lewis University

- Created 2-D Brawler game in C++ using a tile-based system allowing for the players to pick up and use items to fight against one another. Lead collision, the attacking system, and implementing the sprites.

Water Tracker: Project at Lewis University

- Created an Android application in Java utilizing a MVC framework to receive, store, and display the water drinking habits of the user.

C. Elegans Worm Movement Estimator: Research Project at Lewis University

- Created a Python based application utilizing OpenCV to take in videos of worms in petri dishes and numerically estimate the movement of the worm. Used a backlog of the videos to create a neural network to identify the worm in the video, and then produced an algorithm to follow and estimate the movement of the worm.

INTERNSHIP

Game Developer Intern Spring 2023
Webfoot Technologies, Lemont, IL
- Programmed in proprietary C++ Frog and Duck engines
- Modeled game objects in Blender
- Implemented older games in the new engine

RESEARCH AND PRESENTATIONS

Lewis University Faculty-Supervised Research Project:
- Automatic Measurement of Worm Movement from Cell Phone Videos (Advisor: Dr. Piotr Szczurek)

Presentations:
- Automatic Measurement of Worm Movement from Cell Phone Videos. Slideshow presented at the annual Lewis University SURE Symposium, Romeoville, IL. (2021, August).

EXPERIENCE

Sales Associate September 2022 – Present
Aldi, Romeoville, IL
- Scan items for customers at checkout and guide them through the payment process
- Aid customers in locating and acquiring store products
- Ensure the cleanliness and sanitation of the store through organizing the products on the shelves and routine cleaning

Warehouse Worker June 2019 – August 2019
Amazon, Crest Hill, IL
- Organized and stacked packages into properly built pallets for shipping
- Loaded pallets onto trucks for distribution

HONORS AND AWARDS

- Dean's List, Lewis University, August 2019 – May 2023
- Magna Cum Laude, Lewis University, May 2023
- Life Scout, Boy Scout Troop 315, 2019
- Order of the Arrow, Boy Scout Troop 315, 2019
- Recipient, Give Something Back Foundation Scholarship, May 2015 – May 2023