BRENNAN J. PRICE

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SUMMARY OF TECHNICAL QUALIFICATIONS

Brennan Price is an adept junior software developer with a wide skillset of technologies. His aptitude to learn and eagerness to put new knowledge to use make him a valuable asset to a team. He graduated from Lewis University with a bachelor's degree in computer science and minors in Data Science and Mathematics, and then joined the FastTrack Developer program to further refine his abilities. His time spent in customer service positions has given him strong conflict resolution and communication skills. Brennan's patient, teamwork based approaches to problem solving make him a valuable member to any team.

SUMMARY OF TECHNICAL QUALIFICATIONS

OPERATING SYSTEMS:
- Windows, Unix, Linux, Android, VirtualBox

PROGRAMMING LANGUAGES:
- C, C++, C#, Java, Python, SQL, Go, Javascript, TypeScript, Android Development, Assembly

WEB DEVELOPMENT:
- HTML5, CSS3, Javascript,TypeScript, Angular, Node.js, Handlebars, Spring, Spring Boot, MVC frameworks, RESTful APIs, JPA

DATA SCIENCE AND STORAGE:
- Pandas, MatPlotLib, NumPy, JSON, XML, Spark, Hadoop, Hive, SQL, MySQL, PostgreSQL, noSQL, MongoDB, OpenCV

DEVELOPMENT MANAGEMENT TOOLS:
- Git, GitHub, TortiseSVN, Agile

SOFTWARE:
- Blender, Unity, Adobe Photoshop, OBS, Microsoft Office, Visual Studio, VS Code, Eclipse, PgAdmin, Slack

HARDWARE/SYSTEMS:
- PC, Cloud, Virtualization

EMERGING TECHNOLOGIES:
- Robotics, Computer Vision, Artificial Intelligence, Neural Networks

PROJECTS

Aidan Interactive Rendering: Capstone Project at Lewis University
- Developed an Autodesk Revit add-on in C# to export 3D views to fbx files
- Collaborated in loading those fbx files into an Unreal Engine walkthrough
- Implemented UI and functionality to the exporter

Environment: VS Code, Git, C#, Autodesk

Quantum Quarrel: Project at Lewis University
- Cooperated in developing 2D C++ brawler game
- Led implementation on collision, sprites, and the attack systems
- Contributed to debugging the tile based level building systems

Environment: C++, Visual Studio, Cocos2Dx Game Engine, Git

Who's Who Artist Webpage Game: Project at Cook Systems
- Implemented an Angular web page to play a match the song to artist game
- Utilized Spotify API calls to retrieve artists, songs, and genres
- Designed CSS styling onto HTML5 elements to give the website a fun, cheerful mood
- Created game logic to give the scoring a sense of momentum and risk

Environment: Angular, VS Code, Git, HTML5, CSS3, Npm, Node, TypeScript, JavaScript, Github

Twitter Backend Clone: Project at Cook Systems
- Implemented a RESTful Web Service with 30 endpoints covering the basic CRUD operations to create posts, users, and hashtags via HTTP requests
- Utilized an ERD to develop a PostgreSQL alongside teammates
- Built SpringBoot controllers to handle HTTP requests and backend logic, alongside JPA to handle storing and retrieving objects from a PostgreSQL database
- Operated under test driven development with Postman to ensure the endpoints were thoroughly tested and debugged

Environment: Java, Spring, Spring Boot, JPA, PostgreSQL, Postman, PGAdmin, Git, Eclipse, Maven

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

Cook Systems FastTrack Program   November 2023
Cook Systems, Memphis, TN

INTERNSHIP

Game Developer Intern   Spring 2023
Webfoot Technologies, Lemont, IL
- Reproduced older arcade games in the proprietary Duck and Frog C++ engines for implementation as minigames that can be sold as part of a larger product
- Modeled game objects in Blender to be used in future products

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
- Increased sales by aiding customers in locating and acquiring store products
- Reduced product loss by maintaining cleanliness and sanitation of the store
- Increased store efficiency by helping customers through a fast, accurate checkout at the register

Student AI Researcher   May 2021 – August 2021
Lewis University, Romeoville, IL
- Estimated movement of worms by building a computer vision Python program
- Identified worm objects by developed machine learning model
- Produced an estimate of a drug's usefulness through implementing a method to measure the worm's movement
- Presented finalized program at end of summer at Lewis SURE Symposium

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