

Bryant Hargreaves

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SUMMARY

Dedicated and innovative Software Engineer with a robust foundation in computer science and a eager commitment to acquiring practical expertise beyond the classroom. I have proactively pursued real-world applications of computer science, engaging in a wide range of projects and experiences to hone my technical prowess. Seeking an impactful internship opportunity as a Software Engineer to leverage this hands-on knowledge, adept problem-solving skills, and collaborative orientation, contributing to the advancement of cutting-edge technology solutions.

EDUCATION

Bachelor of Science in Software Engineering

THE UNIVERSITY OF TEXAS AT DALLAS, Richardson, TX

- Collegium V Interdisciplinary Honors Student
- Dean's List Scholar

Anticipated Graduation: May 2025

GPA: 4.0

July 2023 - Present

Jan 2023 - Present

TECHNICAL SKILLS

Programming Languages: Java, Python, C++, C#, React.js, Node.js, Swift, HTML & CSS, Rust, Go

Development Platforms: Visual Studio 2022, Visual Studio Code, Pycharm, IntelliJ IDEA, Unity, Photoshop, Blender

Tools & Cloud Services: Google Cloud Services, AWS, Microsoft Azure, Raspberry Pi, WSL Ubuntu

WORK EXPERIENCE

TRUESPOT, Front-end Intern, Grapevine, TX

Jan 2021 - Feb 2022

- Spearheaded the migration of outdated code to modern React.js functional components.
- Leveraged Microsoft Azure and Jira for streamlined repository management.

ICODE SOUTHLAKE, Technical Lead, Southlake, TX

Jan 2020 - Feb 2022

- Innovated engaging supplementary materials tailored to student interests.
- Directed an advanced course encompassing Python, Raspberry Pi, and VEX robotics.

PROJECTS

[ourworlds!](#), Personal Project

Dec 2022 - Present

- Conceptualized and developed a comprehensive AR iOS app utilizing SwiftUI, Firebase Auth, Firestore, Unity AR Foundation, ARKit, React.js, and Three.js.
- Successfully published the app on the App Store and GitHub pages.

[storyboard!](#), Personal Project

Jun 2022 - Nov 2022

- Engineered a social media app enabling event creation and meeting planning via Apple Mapkit API.
- Implemented Firebase's SMS authentication and Firestore for authentication and data storage.
- Distributed the app through Connect, Testflight, and the App Store.

LEADERSHIP & ACTIVITIES

AI SOCIETY AT UTD, Mentor

Feb 2023 - May 2023

- Guided a team of four mentees in creating a drawing classification model and a stable diffusion model converting doodles into lifelike images.
- Employed Google's quick-draw dataset for model training and harnessed the ControlNet model for sketch-to-image transformation.

AI SOCIETY AT UTD, Mentee

Sept 2022 - Dec 2022

- Collaborated on developing a Spanish-to-English translator model hosted on AWS.
- Led the frontend team in crafting a React.JS website and designed the cloud architecture.

COMPUTER SCIENCE CLUB, President

Sept 2020 - May 2022

- Represented Carroll ISD in UIL Computer Science competitions, achieving regional recognition.
- Crafted engaging materials for weekly club activities, fostering a passion for computer science.