SOFTWARE ENGINEERING STUDENT

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EDUCATION

Rochester Institute of Technology

BACHELOR OF SCIENCE IN SOFTWARE ENGINEERING

GPA: 3.90 2nd Year

Rochester, New York 2018 - 2023

May 2018 - Present

PROJECTS

Scavenger Hunt

HTTPS://GITHUB.COM/BRADLEY-B/SCAVENGERHUNTANDROID

Solo project. Android app. Create and share real-world scavenger hunts using GPS coordinates and QR codes. Uses a Firebase Cloud Store database to store user data. Written in Java and currently on the Google Play Store.

WebCheckers January - May 2019

CODE AVAILABLE UPON REQUEST

Group project. An online Checkers game system built in Java 8 and Spark, a web micro-framework. Supports multiple consecutive users, spectating games, and an AI opponent. Created as part of the Introduction to Software Engineering course at RIT.

Personal Website February 2019 - Present

HTTPS://GITHUB.COM/BRADLEY-B/FLASK-EXPERIMENTS

Solo project. Code for my personal website . Written in Python using Flask.

SKILLS

LANGUAGES

- PROFICIENT
 - Java, Python
- ACTIVELY LEARNING
 - C, Ruby, Bash, SQL, HTML/CSS, JavaScript, LTEX

PROGRAMS / ENVIRONMENTS

 Android Studio, GNU/Linux and Unix-like systems, Vim, Git, Jetbrains products, Microsoft Office products

CONCEPTS

- Object Oriented Design
- Data Structures
- Version Control
- Web and System Development
- Networking

EXTRACURRICULAR

 2019 Member, Society of Software Engineers
2017-2018 Captain, FIRST Robotics Competition Team 303

COURSES

- 2018 **CSAPX**, RIT
- 2019 Personal Software Engineering, RIT
- 2019 Introduction to Software Engineering, RIT
- 2019 Engineering of Software Subsystems, RIT
- 2019 Math Models of Software, RIT