

SOFTWARE ENGINEERING STUDENT

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## **EDUCATION**

# **Rochester Institute of Technology**Bachelor of Science in Software Engineering

Rochester, New York

2018 - 2023

**GPA: 3.90** 2<sup>nd</sup> Year

## **PROJECTS**

Scavenger Hunt

May 2018 - Present

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.

## WORK EXPERIENCE

#### **HomePlate Catering**

Bridgewater, New Jersey

HOSPITALITY WORKER

May-August, 2017-2019

Concessions/Kitchen worker. Practiced essential communication skills such as teamwork and customer diplomacy as well as working quickly and efficiently in a high-pressure environment.

#### 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, Jetbrains products

#### EXTRACURRICULAR \_\_\_

2019 **General Member**, Society of Software Engineers2017-2018 **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