Bradley **Boxer**

Software Engineer

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EDUCATION

Rochester Institute of Technology *Rochester, New York*
Bachelor of Science in Software Engineering *2018 - 2023*
GPA: 3.90 2nd Year

PROJECTS

Scavenger Hunt *May 2018 - Present*
HTTPS://GITHUB.COM/BRADLEY-B/SCAVENGERHUNTANDROID
Solo project. Android app. Create and share 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.

COURSES

CSAPX
- Introductory computer science course, using Python and Java
- Common data structures, concepts, and algorithms, such as: searching and sorting, trees, threads, collections
- Object Oriented Programming concepts such as inheritance, polymorphism, and encapsulation

Introduction to Software Engineering
- Built a complete software product from start to finish following Scrum practices in a group of five
- Followed OO design principles and patterns, tested the system and documented the design process

Personal Software Engineering
- Unix systems and low level programming in C, using Vim, GDB, Git, and related tools. Introduction to Ruby programming and unit testing.

SKILLS

LANGUAGES

Proficient   Actively Learning

| Java | Python | C | Ruby | Bash | SQL | HTML/CSS | JavaScript | LaTeX |

PROGRAMS / ENVIRONMENTS

| Android Studio | GNU/Linux | Vim | Git | Jetbrains Products | Microsoft Office Products |

CONCEPTS

| Object Oriented Design | Data Structures | Version Control | Networking | Agile/Scrum |

EXTRACURRICULAR

2019 **Member**, Society of Software Engineers
2017-18 **Captain**, FIRST Robotics Competition Team 303