BRADY BROMLEY

bradybromley@live.ca

Education

2017 - 2023   **Simon Fraser University**
- Bachelor of Science with Distinction, Major Computing Science, Minor Mathematics, 3.92 Cumulative GPA

Social

Portfolio
- https://bradybromley.github.io/

LinkedIn
- https://www.linkedin.com/in/brady-bromley-a0a663174/

Skills

Languages
- PHP, Python, Java, JavaScript, C, C++, C#

OS
- Windows, Mac, Linux Ubuntu

IDEs, Software
- VS Code, VIM, IntelliJ, VirtualBox, Git, Laravel, jQuery, WordPress, AWS

Databases
- Microsoft SQL Server, MySQL

Other Skills
- Precise and detail oriented when working on projects,
  Works well independently and in group settings,
  Strong planning and organization skills,
  Flexible in quickly changing environments

Technical Work Experience

May 2022 – Dec 2022
Gravit-e Technologies Inc.
Vancouver, BC

Co-op Full Stack Developer
- Efficiently context switched between 30 projects to work on high priority tickets in a fast-changing environment.
- Updated a datetime structure for booking system, resulting in 100% reliable appointment tracking due to properly accounting for time zones.
- Created APIs that delivered sales rep data for e-commerce sites 100s of times each day.

Sep 2020 – Apr 2021
Sierra Wireless
Richmond, BC

Co-op Embedded Software Developer
- Created static IP functionality for routers acting as hotspots, providing emergency services with 100% consistent IPs in remote locations.
- Replaced a PHP cron job with a C++ daemon, resulting in a major increase in reliability due to auto-starting and auto-recovery from crashes.
- Enforced data integrity and improved security in a legacy SQL database, resulting in a database without duplicate entries.
- Migrated a legacy codebase from PHP 5.6 to 7.2 to improve performance and security.

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Technical Project Experience

Fall 2023 - Spring 2024

Healthcare Management Website
- Designed an example healthcare website in PHP, HTML, and JavaScript.
- Created a roles and permissions framework so that users can access different parts of the website based on their access level.
- Implemented an appointment booking system that allows patients to book appointments with physicians based on a physician's availability.

Spring 2024

Stardew Valley Mod
- Designed a mod for the game Stardew Valley in C#.
- Used the Harmony library to post-fix patch various methods for the game.
- Created a mod that adds useful information to the load game menu UI and is seamlessly compatible with other mods.

Fall 2021
Computational Vision SFU, Burnaby, BC

3D Image Reconstruction
- Used two images and sets of points for an object at different angles to create matrices that determined the relationship between the two images.
- Triangulated the pairs of 2D points using the relationship between the images to find a set of 3D points and make a sparse 3D reconstruction of the object.
- Rectified the 2D images and computed a dense 2D reconstruction in the form of a depth map.

Interests

2017 - 2023
- Enjoy playing video games and board games with friends. Grew up with Lego and enjoy building display sets.

Awards

2019
- SFU President's Honour Roll

2017
- Governor General Award – Bronze Medal