

BRADY BROMLEY

bradybromley@live.ca

SKILLS

LANGUAGES
OS
IDES, SOFTWARE
DATABASES
OTHER SKILLS

- PHP, Python, Java, JavaScript, C, C++
- Windows, Mac, Linux Ubuntu
- VS Code, VIM, IntelliJ, VirtualBox, Git, Laravel, jQuery, WordPress, AWS
- Microsoft SQL Server, MySQL
- 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

- Worked with customers to determine their requirements and needs for their current project.
- Used PHP with SQL to add improvements, fix bugs, and add new features to projects.
- Efficiently context switched between different projects to work on high priority tickets in a fast-changing environment.
- Worked with a development team to put out web app releases on a regular schedule.

SEP 2020 - APR 2021
SIERRA WIRELESS
RICHMOND, BC

CO-OP EMBEDDED SOFTWARE DEVELOPER

- Efficiently navigated and worked on an enterprise codebase.
- Worked with a team of developers to put out software releases on a regular schedule.
- Implemented software features, fixed bugs, and added improvements as described in tickets.
- Improved security and enforced data integrity in a legacy SQL database.
- Migrated a legacy codebase from PHP 5.6 to 7.2 to improve performance and security.

TECHNICAL PROJECT EXPERIENCE

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.

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TECHNICAL PROJECT EXPERIENCE CONTINUED

SUMMER 2021 TASK TRACKER

OBJECT ORIENTED
DESIGN IN JAVA
SFU, BURNABY, BC

- Implemented a model-view-controller design pattern with classes for holding task information, managing a list of tasks, and displaying the UI.
- Used object-oriented methodology to minimize coupling between classes.
- Used gson to save and load tasks in Json files to prevent needing to manually remake the list on subsequent uses of the program.
- Created GUI with Java Swing containers and event listeners for ease of interaction.

SPRING 2020 REVERSI AI

ARTIFICIAL
INTELLIGENCE SURVEY
SFU, BURNABY, BC

- Worked together with a partner to create a Reversi AI that made intelligent decisions.
- Implemented pure Monte Carlo tree search so that the AI played out simulations of the game every turn to find the best moves.
- Created mobility and static weights heuristics to influence the AI to pick an optimal play.
- Tested the AI to ensure it would make legal and optimal moves according to the collected data.

VOLUNTEER EXPERIENCE

2014 - PRESENT ASSISTANT AUDIO/VISUAL TECHNICIAN

BETHANY BAPTIST
CHURCH
RICHMOND, BC

- Help set up stage equipment so musicians can prepare in a simple manner.
- Set up and run ProPresenter to ensure that the production runs smoothly.
- Used gson to save and load tasks in Json files to prevent needing to manually remake the list on subsequent uses of the program.
- Occasionally monitor and fine-tune sound levels in recording, streaming, and paging systems to produce high quality sound.

EDUCATION

2017 - 2023 SIMON FRASER UNIVERSITY

- Bachelor of Science with Distinction, Major Computing Science, Minor Mathematics
- Cumulative GPA: 3.92

AWARDS

2019
2017

- SFU President's Honour Roll
- Governor General Award – Bronze Medal

INTERESTS

VIDEOGAMES
BOARDGAMES
LEGO

- Preferred way of passing time, favourite games include Overwatch and Paper Mario.
- Enjoy playing with friends, favourite games include Dominion and Tiny Towns.
- Grew up with Lego, enjoy building display sets.