

# BRADY BROMLEY

bradybromley@live.ca

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## Skills

Languages	▪ PHP, Python, Java, JavaScript, 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

- 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 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.

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## Technical Project Experience Continued

### Fall 2021 3D Image Reconstruction

Computational Vision  
SFU, Burnaby, BC

- 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.

### Summer 2021

Object Oriented  
Design in Java  
SFU, Burnaby, BC

### Task Tracker

- 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.

## Education

### 2017 - 2023 Simon Fraser University

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

## Awards

2019

- SFU President's Honour Roll

2017

- Governor General Award – Bronze Medal

## Interests

Videogames

- Preferred way of passing time, favourite games include Overwatch and Paper Mario.

Boardgames  
Lego

- Enjoy playing with friends, favourite games include Dominion and Tiny Towns.
- Grew up with Lego, enjoy building display sets.

## Links

Portfolio  
LinkedIn

- <https://bradybromley.github.io/>
- <https://www.linkedin.com/in/brady-bromley-a0a663174/>