

# Brady Bromley

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## SKILLS

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**Languages:** C#, C++, C, Python, PHP, Java, JavaScript, SQL, HTML, R, Perl

**Tools:** Git, VS Code, VirtualBox, JIRA, WordPress, Godot, Figma, Linux, Postman, Pytorch

**Core Skills:** Precise and detail-oriented, strong planning and organizational skills, flexible in quickly changing environments, works well independently

## WORK EXPERIENCE

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### Co-op Full Stack Developer, Gravit-e Technologies, Vancouver, BC

May 2022 – Dec 2022

- Used PHP with Laravel and JavaScript to add new features and fix bugs for many different websites.
- Context switched between over 30 web development projects to work on high priority tickets in a fast-changing environment.
- Updated a datetime structure for a 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.

### Co-op Embedded Software Developer, Semtech, Richmond, BC

Sept 2020 – Apr 2021

- 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.
- Migrated a legacy codebase from PHP 5.6 to 7.2 to improve performance and security.

## TECHNICAL PROJECTS

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### Stardew Valley Mods (Self-directed)

Apr 2024 – Feb 2025

- Used the Harmony C# library to prefix and postfix patch various methods for the game.
- Created mods that added more info to the main menu UI and added new options for the in-game minigames, resulting in over 8000 downloads.

### Healthcare Management Website (Self-directed)

Nov 2023 – Feb 2025

- Designed an example healthcare website in PHP, HTML, and JavaScript with Apache HTTP Server.
- Created a roles and permissions framework so that parts of the website are locked based on access level.
- Implemented an appointment booking system for patients depending on each physician's availability.

### 3D Image Reconstruction, Computational Vision, SFU

Nov 2021

- Triangulated pairs of 2D points from two images to 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.

## EDUCATION

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### BSc in Computing Science, Minor Mathematics, SFU, Burnaby, BC

Sept 2017 – June 2023

## INTERESTS & ACTIVITIES

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Game Development; Videogames; Boardgames