Brady Bromley

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SKILLS

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

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

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

BSc in Computing Science, Minor Mathematics, SFU, Burnaby, BC **Sept 2017 – June 2023**

INTERESTS & ACTIVITIES

Reading; Game Development; Videogames; Boardgames