

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
LinkedIn

- <https://bradybromley.github.io/>
- <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 **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 **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 - Winter 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 - Summer 2024 Stardew Valley Mods

- Designed several mods for the game Stardew Valley in C#.
- Used the Harmony library to prefix and postfix 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.
- Created mods that added level selections to minigames so that players don't have to restart from the beginning when playing them.

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

- 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