

# BRADY BROMLEY

bradybromley@live.ca

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## Skills

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|----------------|---|
| 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,<br>Works well independently and in group settings,<br>Strong planning and organization skills,<br>Flexible in quickly changing environments |

## Technical Work Experience

### May 2022 – Dec 2022 Co-op Full Stack Developer

Gravit-e  
Technologies Inc.  
Vancouver, BC

- 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 Co-op Embedded Software Developer

Sierra Wireless  
Richmond, BC

- 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 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.

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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 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.

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