Brady Robshaw

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Linkedin

Coding Specialties

Xcode, Swift, SwiftUI, GitHub, Bitbucket, Firebase, REST API's, Async Await

Education

Virginia Polytechnic Institute and State University, *Blacksburg, VA.*   May 2019
Bachelor of Science in Mining Engineering
100 days of Swift, Certification of Distinction   July 2022

Employment

Mobile Developer Intern | Doughrise | *Tallahassee, FL*   Mar 2023 – Oct 2023
- Contributing team member to the coding of a financial planning iOS application from Figma designs and feature descriptions.
- Coordinating with team members to track down bugs discovered in QA testing and then enacting changes to the code to improve its functionality and resiliency.
- Implementing Firebase analytics throughout the application in accordance with request from the data and analytics engineer.
- *Doughrise Budgeting App* is available on the iOS App Store

Lead Setter | Alchemy Climbing | *Tallahassee, FL*   Mar 2023 – Present
- Manage, motivate, and organize a diverse group of setters to create top quality routes and boulders that foster a challenging and unique climbing experience.

iOS Developer Intern | KOS Technologies | *Tallahassee, FL*   Nov 2022 – Mar 2023
- Led team in designing the Firebase backend for this healthcare web and iOS application, ensuring the database could support future functionality.
- Coded initial patient and wound care tracking system and synced collected data to Firebase storage.

Assistant Project Manager | Southern Earth Sciences | *Tallahassee, FL*   May 2020 – Jan 2021
- Collected geotechnical data and samples from a wide variety of job-sites and completed further testing of soils in laboratory.
- Technical report writing on geotechnical consideration of construction sites and production of AutoCAD maps of job-sites.

Operations Technician | Plenty | *Laramie, WY*   May – Sep 2020
- Worked with a small team of individuals to maintain highly specific environmental conditions 24-7 365 at a vertical agriculture research facility.
- Worked to rapidly solve time sensitive problems individually, or with a team, when mechanical or electronic systems malfunctioned on active experiments.

Github @BradyR88 & App Store Projects

Die Master: iOS Application
- My second app published as an independent developer. It was designed to manage monsters and dice rolling during role-playing games.

Bird-Finder: REST API Exploration
- Personal Git project used to explore retrieving data through REST API's.
- Accesses information from eBird API 2.0, a massive database of citizen scientist collected data.

SetTracker: SwiftData Exploration
- Personal Git Project exploring Xcode 15 beta specifically, features revolving around data persistence with SwiftData and new functionality in Swift Charts.

Conferences

Worldwide Developers Conference   2022 & 2023