

# Brant Beverly

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## EDUCATION

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### University of Utah

*Bachelor of Science in Computer Science*

GPA: 3.760

Salt Lake City, UT

*Aug. 2021 - May 2025*

## EXPERIENCE

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### Artificial Intelligence CS Teaching Assistant

Aug. 2024 - Ongoing

*University of Utah*

*Salt Lake City*

- Understood and taught a high level computer science course on artificial intelligence
- Effectively conveyed difficult concepts and cleared misunderstandings among a variety of students
- Maintained consistent and effective communication with the professor and students
- Adapted to students and the class as a whole to meet each's changing needs and better help students

### Software Developer Intern

May 2022 - Aug. 2022

*Beverly Scientific*

*Lodi, CA*

- Designed user interface elements for industrial-grade equipment with strict resource limitations and constraints
- Worked within a long-term legacy codebase with little documentation and few comments
- Created code that could be put to further use and flowed with the previously existing design
- Worked with unique hardware and the design changes necessitated by the hardware
- Learned and worked within new architectural styles, subsystems, and technology including WPF, PLC interaction, and MVVM

## PROJECTS

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### Learning Management System Database | *MySQL, ER Diagrams, HTML, CSS*

Jan. 2024 - Present

- Designed a complex database system according to the given specifications
- Translated our design into MySQL while reducing extraneous data storage and enforcing constraints
- Integrated the database to a website, involving consistently both querying the database and inserting data

### Conway's Game of Life | *C++, Qt, Git, Docker*

Oct. 2022 - Dec. 2022

- Created an application in which users can learn about Conway's Game of Life and experiment with it
- Display an adjustable user interface
- Integrated external libraries for supplementary features
- Managed and worked within a rapidly changing codebase worked on by multiple people at once
- Implement physics in conjunction with the display to allow for unique effects and visuals

### A Tail of Two Pawtners | *Unreal, Perforce*

Jan. 2024 - Apr. 2024

- Lead the engineering design for a short puzzle game
- Utilized agile software development to organize the team
- Learned and adapted quickly within a new system and development style
- Used common design patterns to create an easy to work with and expandable system
- Created a library of functions that were intuitive to work with and utilize effectively

## TECHNICAL SKILLS

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**Languages:** Java, Python, C, C++, C#, SQL (MySQL), JavaScript, HTML/CSS, R, MIPS, GLSL

**Developer Tools:** Git, Docker, VS Code, Visual Studio, QtCreator, Eclipse, Mars, Putty

**Relevant Knowledge:** Q-Learning, Computer Graphics, Defensive Cybersecurity, Algorithms, Agile