# Brant Beverly

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## EDUCATION

**University of Utah**                                            Salt Lake City, UT
*Bachelor of Science in Computer Science*                     *Aug. 2021 - May 2025*
GPA: 3.742

## EXPERIENCE

**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

**Private Tutor**                                             Aug. 2021 - Dec. 2021
*Self Employed*                                                        *Ogden, UT*
- Taught and assisted students in college-level math
- Assessed feedback to adapt my teaching style and understand any issues or misunderstandings
- Communicated effectively to ensure they understood the topic at hand, as well as quickly answer questions

## PROJECTS

**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 consistenlty 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

**Lions of Babylon** | *GML, GameMaker, Git*                      Aug. 2023 - Dec. 2023
- Lead the engineering design for a short tactical game
- Utilized agile software development to organize the team
- Learned and adapted quickly within a new language and framework
- Used common design patterns to efficiently work through data and calculate actions
- Worked around the limits of the framework via complex functions

## TECHNICAL SKILLS

**Languages**: Java, Python, 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