




Bradley Kenneth Hutchings

(707)-302-9750 • bradleyhutchings@mines.edu

 linkedin.com/in/bradley-k-hutchings
 github.com/breadleaf
 breadleaf.github.io

PROFILE

I am a passionate computer science enthusiast with a strong foundation in software development and problem-solving. In my free time, I like to learn Spanish and Japanese, bake bread, and make music. I am a dedicated lifelong learner with lots of curiosity!

EDUCATION

Colorado School of Mines - Golden, CO
Bachelor of Science, Computer Science

July 2021 - May 2025
CSCI GPA: 3.04

TECHNICAL SKILLS

Languages	Python3, C/C++, Go, Java, JavaScript, Lua, Postgres SQL
Developer Tools	Linux, Docker, Git, PlatformIO, Makefile
Libraries/Frameworks	Node.js, Flask, NumPy, Matplotlib

WORK EXPERIENCE

Contractor Work: Tech Lead & Manager - SwingLens LLC May 2025 - Present

- Managed a team of 7 intern engineers whilst working closely with other advisors.
- Advised on **Python**, **Flask**, **Hardware** configuration, and good industry programming practices.

Research Internship - CSM & National Science Foundation June 2024 - September 2024

- Automated data aggregation, filtering, and processing with **Python** and **Pandas**.
- Trained **SciKitLearn** models to identify vulnerable network data.
- Collaborated closely with graduate student Su Wang and Prof. Dong Chen, providing daily progress reports and weekly updates.

Product Development Internship - Analytical Data Systems June 2023 - August 2023

- Developed a toolchain to have LLMs to introspect and reprompt for more normalized results based on user-defined quality.
- Implemented several interfaces to interact with the service from Discord or a custom web client in **JavaScript**.
- Created a scaling backend infrastructure to handle user permissions and requests in **Go**.

PROJECTS

Keyboard OS - Author January 2023 - December 2024

- Prototyped hardware and firmware with **PlatformIO**.
- Created a DSL that abstracted the **Adafruit GFX** library to control an on-device screen in **C++**.

Leaf Lang - Author August 2022 - January 2023

- An interpreted/transpiled procedural dynamically-typed stack-based programming language written in **Python**.

Robotics Software Engineer - FRC #7667 November 2018 - June 2019

- Competed in the 2019 Houston World Championship.
- Fabricated and implemented a game piece manipulation mechanism using **C++** and **WPILIB**.