




# Bradley Kenneth Hutchings

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## 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

## SKILLS

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

## WORK EXPERIENCE

**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**.

**Data Infrastructure Freelance** - Computer Engineering Group March 2020 - June 2020

- Built a solution to manage customer device data before repair in **C#**, **.NET**, and **PSQL**.

## NOTABLE PROJECTS

**Plummet** - Author January 2023 - Present

- An **ACM** project I led with the goal of implementing a cross-platform language.
- Created technical specification documents for the language and package manager.
- Implemented toolchain to manage packages and compile programs into **x86\_64 ASM** using **Go**.

**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**.

*Last Updated: May 22, 2025*