# 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                      *July 2021 - May 2025*
Bachelor of Science Computer Science                              CSCI GPA: 2.96

## ℹ️ SKILLS

| | |
|---|---|
| **Languages** | Python3, C/C++, Go, Java, JavaScript, Lua, PSQL, LaTeX |
| **Developer Tools** | Linux, Docker, GNU-MAKEFILE, PlatformIO, LLMs + Prompt Engineering |

## 💼 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 introspect and reprompt for more normalized results based on user-defined qualities.
- 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: January 28, 2025*