





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

 [linkedin.com/in/bradley-k-hutchings](https://www.linkedin.com/in/bradley-k-hutchings)
 github.com/breadleaf
 gitlab.com/breadleaf
 bradley-hutchings.com

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

August 2021 - May 2025
CSCI GPA: 2.96

SKILLS

Languages	Python, Go, C/C++, 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**.