

Bradley Hutchings

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EDUCATION

Colorado School of Mines May 2021 → Current
Major | Computer Science (Computer Engineering Focus) Working towards Masters in CS

SKILLS

Languages	Python3, C++, C, GoLang, Java, JavaScript, Lua, PSQL
Developer Tools	Docker, GNU-MAKEFILE, PlatformIO, LLMs + Prompt Engineering

PROJECTS

Plummet Language January 2023 → Current
An ACM project I lead, currently working on a compiled statically-typed programming language.

Plummet Language Package Manager January 2023 → Current
A package manager for the Plummet Language, using remote git repositories for package hosting.

Keyboard OS May 2023 → Current
An ACM project I lead, aimed at teaching students embedded programming and package management.

simple_cpp_unit_tests June 2023 → Current
A C++ unit test framework focused on being lightweight and easy to use.

Leaf-Lang August 2022 → Current
An interpreted/transpiled procedural dynamically-typed stack-based programming language.

Cpp-Py June 2022 → Current
A C++ header file aimed at teaching students C++ in a familiar syntax.

Bread Software Repository December 2021 → Current
My Gitlab hosted software repository for Arch Linux (compatible with pacman package manager).

EXPERIENCE

Analytical Data Systems (Internship) August 2023 → June 2023
Summer field session through Colorado School of Mines working on LLMs and LangChain.

Computer Engineering Group (Internship) March 2020 → June 2020
System Admin for short term user data storage server for a mobile technology repair shop.

FRC #7667 (Software Engineer) November 2018 → June 2019
Robot drive train and game piece manipulation mechanism programming using C++/WPILIB.