

# Brekke Andrew Green

New York, NY • 5704999581 • brekke.andrew.green@gmail.com • [linkedin.com/in/brekke-andrew-green](https://www.linkedin.com/in/brekke-andrew-green)

---

## Full-Stack Software Engineer | Backend Engineer | Data Engineer

I'm a software engineer with a skill set built through years of working as a research engineer. Through my 3+ years of engineering experience, I proved my ability to rapidly master new skills and develop innovative solutions that decrease execution time by up to 50%.

## WORK EXPERIENCE

---

### **Optimal Dynamics** • New York, New York, United States

#### **Software Engineer (Python, Docker, Django, AWS, Pandas)** • 09/2021 - 12/2022

- Built custom Python integrations for 9+ customers, feeding millions of data points into the AI Engines
- Refactored code to improve Redis caching strategies and applied concurrency which cut execution time by 50%
- Collaborated in designing first customer-facing integration REST API for live customer data feed
- Established team code review process, improving code readability/usability and streamline knowledge transfer

### **Katmai Government Services** • Fort Rucker, Alabama

Musculoskeletal Injury Prevention and Protection Team – U.S. Army Aeromedical Research Lab

#### **Research Engineer (MATLAB, Python, R)** • 03/2019 - 12/2020

- Utilized principles of statistics, linear algebra, and calculus in analyzing and modeling collected data
- Acquired and analyzed research data, ensuring complete and accurate documentation of protocol execution
- Developed a research division coding repository complete with coding best practices

### **Disarray** • New York

Multiplayer online Boggle Game built with a retro styling

#### **Full-Stack Engineer (MongoDB, Express.js, React, Node.js, Socket.IO, Heroku)**

- Generated real-time synchronous multiplayer games using Socket.IO to connect various players to a game server
- Leveraged React to allow users to input words into the game with various techniques (click vs drag), increasing user accessibility
- Designed game logic in JavaScript using Object-Oriented Programming paradigm

## SKILLS

---

Agile Methodologies, Artificial Intelligence (AI), AWS, Cloud Computing, Computer Science, Data Engineering, Docker, Git, HTML5, JavaScript, Node.js, Python, React, Ruby on Rails, Software Engineering, SQL, Web Applications

## EDUCATION

---

### **Software Engineering Bootcamp**

App Academy • 04/2021

### **Bachelor of Science (B.S.) in Kinesiology**

Penn State University • 08/2015