

BREKKE ANDREW GREEN

Software Engineer | Full-Stack Engineer | Backend Engineer

📞 570-499-9581

@ brekke.andrew.green@gmail.com

🔗 github.com/Brekke-Green

🌐 linkedin.com/in/brekke-andrew-green

📍 New York, NY

SUMMARY

I am a highly-skilled software engineer with over three years of experience, including a tenure as a research engineer. I have a strong aptitude for learning new skills, a curious mindset and a successful track record of delivering innovative solutions.

EXPERIENCE

Software Engineer

Optimal Dynamics

📅 09/2021 - 12/2022 📍 New York, NY

- Developed custom Python integrations for 9+ customers, feeding millions of data points into AI Engines
- Refactored Python codebase to implement concurrency and improve Redis caching strategies, cutting execution time by over 50% and reducing turnaround from weeks to hours
- Designed first customer-facing integration REST API with Python/Django for live customer data feed through user story mapping sessions
- Established a weekly engineering book club and devised guidelines for promoting best practices in code review

Research Engineer

Katmai Government Services (U.S. Army Aeromedical Research Lab)

📅 03/2019 - 12/2020 📍 Fort Rucker, AL

- Implemented a research division coding repository complete with coding best practices for the Musculoskeletal Injury Prevention and Protection Team
- Analyzed, quantified and modeled collected data utilizing principles of statistics, linear algebra and calculus
- Applied scientific, engineering and medical field principles to successfully meet U.S. Army and private sector institutions research goals
- Created comprehensive Standard Operating Procedures (SOPs) for data instrumentation and collection and led instructional sessions

Graduate Research and Teaching Assistant, Biomechanics Laboratory

Pennsylvania State University

📅 08/2015 - 05/2018 📍 University Park, PA

- Conducted research using exoskeletons and exotendons to investigate the impacts of modifying human morphology
- Designed and fabricated lower limb locomotive exoskeleton using metal and carbon fiber components
- Taught undergraduate biomechanics and kinesiology course sections, each with 25 students, and mentored laboratory interns

PASSIONS



Bouldering



Guitar



Running



Landscape and astro photography

TECHNOLOGIES

Python

Javascript

Go

Django

Ruby on Rails

Docker

AWS

SQL

Redis

Artificial Intelligence (AI)

Git

Cloud Computing

React

Node.js

Data Engineering

OPEN-SOURCE PROJECTS

Disarray

🔗 github.com/aweil13/Disarray

Multiplayer online Boggle Game built with a retro styling. Developed using Socket.IO to connect various players to a game server.

- Technology used: MongoDB, Express.js, React, Redux, Node.js, Socket.IO, HTML, CSS, Heroku

DSLR U Sure

🔗 github.com/Brekke-Green/dslr_u_sure

All-in-one learning tool and game for understanding how camera controls (e.g., aperture, shutter speed, and ISO) work in manual mode.

EDUCATION

Software Engineering Bootcamp

App Academy

📅 12/2020 - 04/2021

Bachelor of Science in Kinesiology, Movement Science

Pennsylvania State University

📅 08/2011 - 08/2015

LANGUAGES

Norwegian

