BREKKE ANDREW GREEN

Software Engineer | Full-Stack Engineer | Backend Engineer

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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/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/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