Brett Schiff

Software Developer

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Experience	Languages:		Development:		Operating Systems:
With:	C++	C#	Visual Studio	Git	Windows
	Java	Lua	IntelliJ	Unity	Mac
	С	Python	AWS	Vim	Linux
Work	Software Development Engineer at AWS Security June 2020 - Present				
Experience:	I currently work in security automation on tools which perform static code analysis to discover security vulnerabilities. I'm responsible for maintaining existing tooling and building new tools to enable scanning and alerting on the entire AWS codebase. I work on a distributed system that uses both cloud computing and physical hosts, management of classified data at the AWS scale, and the system design to keep it all running smoothly even as the system expands further. I serve as a mentor for interns and new hires, and I				
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	have started working in interviewing as well				
	Software Development Engineer Intern at AWS Security I interned at Amazon in 2019, where I worked on an open-source tool called the C Bounded Model				
	Checker (CBMC). While it was originally developed for C, it parsed code into an intermediate GOTO				
	language. My work over this internship was primarily development of a parser for the Rust language				
	TA Positions:			S	eptember 2018 - May 2020
		Data Structures,	and Algorithm Analysi		,
	My responsibilities included holding office hours and grading assignments and exams				
	ProjectFUN June 2018 - August 2018				
	A summer camp where middle/high school aged kids are taught game development skills. I was the Lead Teacher in two courses: <i>Video Game Programming</i> and <i>Artificial Intelligence for Games</i> , which covered				
	programming basics, AI fundamentals, and related mathematics				
Education:	DigiPen Institute	of Technology	1		Graduated May 2020
Education:	_		, ime Interactive Simulat	tion – GPA 3.70	Graduated May 2020
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• Gameplay programming in Lua – primarily enemy Al