

Brian Earl

Associate Software Engineer

CONTACT

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PROGRAMMING LANGUAGES / TECHNOLOGIES

Java	Python
C / C++	C#
JavaScript / TypeScript	Angular / AngularJS
HTML / CSS	Node.js
WebGL	Unreal Engine 4
Adobe Photoshop	Adobe InDesign

AWARDS

2019 WPI Hackathon: 1st Place
WPI

Won 1st prize in the WPI Hackathon for creating a program which can detect potential seizure risks within YouTube video. If detected, the video would automatically pause and warn the user.

Dean's List
WPI

2019 - 2021

SOFT SKILLS

Critical Thinking

Analytical Skills

Creativity

Problem-solving

Reliability

Teamwork and Collaboration

Time Management

OBJECTIVE

Ambitious and dedicated individual specializing in the fields of Computer Science and Interactive Media and Game Design looking for further career development. Adaptable and driven with strong work ethic and ability to thrive in team-based or individually motivated settings. Interested and inspired by a wide range of technologies such as retro computing, novel interfaces, game development, tool creation, alternative programming languages, and accessible design.

WORK EXPERIENCE

Savvas Learning Company (June 2021 - Present)
Associate Software Engineer

- Part of a team responsible for support of a web base textbook eReader built on AngularJS, specializing in front end development. Assisted in rebuilding the application using Angular 12 with an MFE architecture.
- Prepared team for complete application redesign by creating a presentation that ran through the Web Content Accessibility Guidelines (WCAG).
- Part of a team responsible for support for user management and roster synchronization tools built using Angular 12 and GraphQL.

Core BTS, Inc. (July 2020 - August 2020)
Summer Technology Intern

- Team member tasked with preparing school districts for remote learning by helping with 1:1 initiative rollout.

Core BTS, Inc (June 2019 - August 2019)
Summer Technology Intern

- Team member tasked with upgrading computer equipment within a set school district, as well as general maintenance and inventory of all district technology.
- Additional responsibilities included setup and imaging of approximately 300 new desktop computers, setting up Smart and Promethean boards, testing of Ethernet ports.

Harborfields Central School District (June 2018 - August 2018)
Summer Technology Intern

- Assisted in the preparation of a school district's technology department for fall start-up. Responsibilities included reimaging computers, installing software, taking inventory, maintaining SMART Boards and setting up Chromebooks.

EDUCATION

Worcester Polytechnic Institute (WPI) (August 2017 - May 2021)
Dual Bachelor's Degree Computer Science / Interactive Media And Game Development

Graduated with High Distinction

PROJECTS

Experimental Cinema
https://digitalwpi.edu/concern/student_works/x920g0693?locale=en

- A proof of concept for a new form of film that takes advantage of the gyroscopic features of modern smart devices. Allowing the viewer to discover new story elements while still giving film makers fine control over what's seen.
- Created a set of tools that streamlines the scripting of camera sequences and various film elements for the team to use without the need to delve into code.

Online Portfolio
<https://bearl.dev/>

- An online portfolio providing breakdowns and links for various past projects built using Bootstrap. Each project has accompanying tags, listing relevant technologies and descriptors and allowing the user to filter projects by specific topics.

Beckenham Place Park (III)
<https://wp.wpi.edu/london/projects/2020-projects-spring/lewisham/>

- Part of a study aboard program tasked with creating tools for the Lewisham Council of London to help analyze use of the Beckenham Place Park.
- Created a web tool to gather information on park usage that could function offline, then later sync the information to an online spread sheet.
- After data collection, the information is fed through various macros to analyze and create statistics to be used by the Lewisham Council.