

Brian Earl

Software Engineer

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Profiles

- [LinkedIn](#)
- [GitHub](#)

Skills

Java

AWS (Lambda, Step Function, DynamoDB, CodePipeline, S3)

JavaScript/TypeScript (Angular, Node.js)

HTML/CSS

Python

Golang

Education

Worcester Polytechnic Institute

Dual Bachelor's Degree in Computer Science & Interactive Media And Game Development

Graduated with High Distinction
August 2017 - May 2021

Awards

2019 WPI Hackathon: 1st Place
WPI

Created a program that detected potential seizure risks within YouTube video and would automatically pause and warn the user.

Experience

Savvas Learning Company

June 2021 - Present

Software Engineer

June 2022 - Present

- Developed configurable components for a shared developer facing front end component library using Typescript and Angular.
- Redesigned and built a RESTful API utilizing Java and AWS DynamoDB to replace a legacy SOAP API. The original project source code was analyzed to ensure 1:1 behavior parody in addition to creating new API methods.
- Designed and led the development of an AWS based backend to migrate an SQL database to a DynamoDB database and maintained synchronization between the two over a 6 month period as developers migrated.
- Designed and developed a serverless backend for customer facing sales demo tool utilizing multiple AWS services including Lambda Functions, Step Functions, EventBridge and DynamoDB.
- Delivered a domain wide presentations on the team's newest innovations to both inform other teams, as well as, seek out knowledge and expertise other teams may have on similar areas.
- Participated in the process of recruiting potential new associate developers by attending college career fairs, and conducting interviews.
- Mentored multiple newly hired associate developers and summer interns, guiding them through new technologies and assisting them with completing entry level projects.

Associate Software Engineer

June 2021 - June 2022

- Provided support for a legacy web base textbook eReader built on AngularJS, specializing in front end development. Assisted in rebuilding the application using Angular 12 with an MFE architecture and helping to prepare the team for the redesign by creating an overview presentation that ran through the Web Content Accessibility Guidelines (WCAG).
- Participated in the ground up development of a customer facing administration tool for managing users built utilizing Angular and GraphQL.

Projects

Experimental Cinema

https://digital.wpi.edu/concern/student_works/x920g0693

- 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 within Unreal Engine that streamlines the scripting of camera sequences and various elements of the film for the team to use without the need of writing code.

Custom Unreal Engine NPC System

<https://youtu.be/MsaUh4AWrFk?si=LOFeyIAc7yaSBRO6>

- Create a set of systems and tools within Unreal Engine to streamline the process of creating interactive non-player characters. Utilizing Google Sheets, writers and designers can write and script dialogue that can then be easily imported into a game.