Broderick Westrope

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EXPERIENCE

Software Engineer
DroneShield

Nov. 2024 - Present
Pyrmont, NSW

- Achieved 97% reduction in SAPIENT-compliant sensor integration time by leading the design, implementation, and testing of the company's SAPIENT protocol implementation.
- Eliminated 4 Go concurrency panics within 12 weeks, removing 100% of the daily system crashes.
- Reduced ticket closure time by 1 hour per story point through developer best practice implementation.
- Addressed 100% of QA and customer feedback I received, creating actionable tickets with acceptance criteria that supported delivery lead operations.

Software Engineer & Consultant
Mantel Group

Dec. 2022 - Nov. 2024
Sydney, NSW

- Created long-lived API workflows using Go, Temporal, and Connect RPC.
- Actively contributing to the Go community through presenting at meetups and conferences, engaging in internal knowledge-sharing, and leading personal training sessions.
- Led internal Azure modernization project using DevBox, Bicep templates, GitHub Actions, and Terraform.
- Spearheaded projects with ASP.NET (C#) to architect, uplift, and migrate REST APIs.
- Developed CI/CD pipelines and authored technical documentation.

Software Engineer
MARCS Institute For Brain Behaviour & Development

Jul. 2022 - Dec. 2022
Westmead, NSW

- Spearheaded the development of a Unity and C# cross-platform application for Macular Degeneration treatment, driving the project to success amidst a team with limited technological proficiency.
- Implemented innovative features, including authentication, eye-tracking technology, and activity-based assessments, significantly enhancing patient diagnosis and treatment monitoring.
- Implemented secure data collection and analysis system, enabling data-driven therapy decisions and driving healthcare professional adoption.

OTHER PROJECTS

Soothe - AI-Powered Healthcare Platform
Mar. 2025 - Present

- A full-stack AI service being designed, built, and deployed by me for a clinic specialising in chronic pain.
- Leverages Azure AI Foundry to equip users with the tools to live a fuller life amidst their chronic pain.
- Accepted into the Microsoft Founders Program, providing resources, support, and professional development.

Tetrigo - Tetris in the Terminal
Nov. 2023 - Present

- A comprehensive terminal-based Tetris implementation in Go following official 2009 Tetris Design Guidelines, featuring multiple game modes, Super Rotation System, and leaderboard persistence.
- Architected with modular design separating core game logic, mode implementations, and TUI using Bubble Tea framework, achieving 95%+ test coverage with cross-platform distribution via GitHub Actions.

Open-Source
Long Term; Ongoing

- I enjoy contributing to a range of open-source projects; see my GitHub profile for my recent contributions.

EDUCATION

Western Sydney University
Bachelor of Science in Computer Science

Parramatta, NSW
Dec. 2022

- On the Dean's Merit List every year.
- GPA: 6.23/7

TAFE
Diploma in Programming Digital And Interactive Games

St Leonards, NSW
Dec. 2020

TECHNICAL SKILLS

Programming Languages: Go, Dart, C#, TypeScript, HTML/CSS
Frameworks & Libraries: Temporal, Connect RPC, Vue 3, Flutter, ASP.NET Core, Blazor
Cloud & DevOps: Azure, AWS, Docker, GitHub Actions, Azure DevOps, Buildkite, GitLab
AI Development & Tooling: Azure AI Foundry, Azure Prompt Flows, OpenRouter, Claude
Development Practices: Test-Driven, Cloud-Native, and On-Premises
Database Technologies: PostgreSQL, MySQL, Microsoft SQL Server