Brychan Bennett-Odlum
University of Kent

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EDUCATION

University of Kent, Canterbury - Computer Science BSc (Hons), (graduating year 2020)
Year 1 modules (Distinction, 87.75%) - Year 2 modules (First class, 81.88%) *- https://goo.gl/oeo59b*

EXPERIENCE

Software Engineering Intern, Cisco Systems; San Jose, CA — Aug 2018-Jul 2019 (current)
- Developing both front and back end for the internal cloud abstraction platform allowing for the provisioning, access, and department billing of both internal and external cloud infrastructure using React, Node, and Go. Currently focused on our React front-end and Node back-end microservices.

Peer tutor, University of Kent; Canterbury, UK — Oct 2017-Jul 2018
- Mentored first year computer science students at the university as a peer tutor assisting them with assignments, class work, and study skills during my own study.

Software Developer, InPvP LLC; Remote — Jun 2016-Oct 2017
- Designed, implemented, and maintained server software and game features / content for the rapidly growing Minecraft multiplayer games network owned by Mobcrush and partnered with Microsoft.
- Wrote and maintained core game engine, custom event systems, and game world caching to improve server uptime by profiling our .NET server stack to reduce memory leaks, redundant locks, expensive operations, and resolving exceptions.
- Developed server monitoring software to automatically handle service restarts upon critical exceptions, deadlocks, and other failed health checks to improve uptime and fulfil SLAs provided by Microsoft.
- Wrote algorithms for generating balanced game inventories, item handling, and other specific tasks.

Web Developer, Neene Limited; Lincoln — Nov 2015-Apr 2016
- Implementing user interfaces in HTML5, CSS3, and JS from Photoshop mockups.
- Maintained our back-end supporting thousands of submitted artworks and blog posts.

Freelance & Self Employed — 2010-Present
- Developed various projects for myself and others; including:
  - [*Dec 2016*] Worked freelance for Leet, Inc., a large-scale cloud game server host developing their website and iOS app (which is used by over a million subscribers to the platform) single handedly based on a provided specification and API routes.
  - [*2010-2015*] GiekMafia, a text-based online multiplayer RPG game attracting over 25,000 players written in PHP with a front-end designed in Photoshop and implemented in HTML, CSS, and JavaScript. Later versions of the game migrated to a Node.js back-end shortly before closing.
  - [*2013*] Developed a tower defence game for iPad on top of Cocos2D. The project was never released publicly. Core game mechanics were implemented teaching me many programming experiences.

TECHNICAL SKILLS

Languages: Swift, Java, C#, JavaScript (Node.js, React), Python, Erlang, SQL, HTML5, CSS3, PHP
Technologies: MySQL, Redis, Docker (learning)

PROJECTS

Macenger: Swift — In development
- (Soon-to-be open sourced) 3rd-party FB Messenger client, targeted for macOS and built with Swift.
- Status: Core functionally complete, finishing file uploads, message and thread meta actions.
- https://github.com/Macenger && https://macenger.com/   *(code available privately upon request)*

ConnectingFour: Java, HTML, JS, CS — Sept 2017 - Oct 2017
- Production ready Java based REST api for handling multiplayer online 'four-in-a-row' style games.
- HTML, JS, and CSS based Connect Four front-end with an in-the-works Swift iOS app.
- https://github.com/BrychanOdlum/ConnectingFour

REFERENCES

(Sai) Niraj Morar - Advisor
Product Manager at InPvP (Mobcrush)
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