

Brian LéSmith | Software Engineer | B.S. Computer Science

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Summary

Detail-oriented and results-driven software engineer with a strong foundation in programming languages and technologies. A collaborative team player known for adaptability and quick learning, fueled by a passion for software development.

Skills

- Proficient in C++ and Java
- Familiar with: JavaScript, C, React, Python, XML, HTML, CSS
- Passionate and efficient at learning new languages and technology stacks
- Familiar with Software Development Life Cycle
- Experience with Agile software development and methodologies

Experience

Private Contractor for the University of Washington - Implemented all software related elements using Arduino working closely with hardware, project is under NDA

Projects

1. Web-Based Game Development
 - a. Created an engaging and interactive web-based fighting game using JavaScript
2. Machine Learning Model Implementation
 - a. Developed a machine learning model in Python for gender and age prediction from text, leveraging natural language processing techniques
3. Cryptographic Application Development
 - a. Engineered a secure cryptographic app utilizing Ed448 Goldilocks SHAKE
4. Android Application Development
 - a. Utilized Android Studio and Java to develop a feature-rich and user-friendly Android weather and chat application

Education

Bachelor of Science, Computer Science and Systems 2023 University of Washington - Tacoma, WA, United States

Coursework

- Mobile Application Development - Android app, XML
- Quality Assurance Techniques - software development life cycle, SCRUM, Agile methodologies
- Computational Worlds - Javascript webgame
- Secure Coding Principles - further experience with Agile, SCRUM, as well as best practices for industry software development

References

Available upon request