

BRIAN LAROSILIERE

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SKILLS & CERTIFICATIONS **Technical Skills & Languages:** Python, C++, HTML & CSS, Javascript, TypeScript, C#, Pandas, Numpy, Matplotlib, Agile & Scrum, Design Patterns and Principles Library, API Design Knowledge, Code Debugging, Data Structures, Innovative

Additional Languages: English - Native, Japanese - Limited Working, Spanish - Limited Working

EDUCATION

University of Rhode Island

South Kingston, RI

Computer Science

May 2024

- **Relevant coursework:** Data Structures and Abstractions • Software Engineering • Introduction to Electrical Engineering • CS Topics with programming • Programming for Data Science • Game Development w/ Unity • Machine Learning • Design and Analysis of Algorithm • Operating Systems and Networks • Computer Organization • Applied Combinatorics

PROFESSIONAL EXPERIENCE

Liberty Mutual

Boston, MA

Software Developer Intern

May 2024 - Aug 2024

- Worked on removing the use of google api when accessing a customer's location for a quote. Worked on replacing jurisdiction code with postal code for improved accuracy.
- Collaborated with cross-functional teams to design, develop, and implement software solutions according to project requirements.
- Debugged and resolved software defects, ensuring high-quality deliverables for clients.

Hack.Diversity

Boston, MA

2024 Hack.Diversity Fellow

Jan 2024 - Current

- Selected into 2024 Hack.Diversity Fellowship, a career leadership and workforce development program integrating Boston's innovation, corporate, civic, academic, and philanthropic pillars

URI IT Services

South Kingston, RI

Endpoint Support

Dec 2022 - May 2024

- Intimate knowledge with the creation and usage of file servers, Jamf, azure, and powershell
- IT services provide excellence in computing and networking support to members of the URI community
- IT services accomplish its mission by providing timely and effective phone, walk-in, and email tech support

Launch Trampoline Park

Warwick, RI

Krave Member

Mar 2020 - Sep 2021

- Performed daily safety checks to achieve safe operating condition of equipment.
- Worked with a POS system to place orders, manage bills, and handle complimentary items.
- Promoted safety of visitors and mitigated liability risks by monitoring recreation areas and dozens of children at one time, enforcing rules and safety policies.

PROJECTS

Duck Tower Defense Game

Analysis of different sorting algorithms

Sept 2022 - Nov 2022

- Spearheaded the creation of the Duck Class, meticulously designing the mechanics for duck spawning, destruction, and interactions with various game elements, including players, towers, and the tilemap.
- Developed and implemented features that integrated duck behavior with the game's currency and health systems, ensuring balanced gameplay and a seamless player experience.
- Utilized object-oriented design principles to create a robust class diagram, effectively mapping out the intricate relationships between game components.