Edward Brodski
Software Engineer/Project Manager

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Portfolio Website

Passionate Software Engineer and Project Manager with 5+ years of programming experience, 2+ years of work experience and a Master's degree in Computer Science.
Areas of expertise: Python Scripting, Frontend, Workflow design and Task Management.

EXPERIENCE

Project Manager   **Jun 2022 — Sep 2022**
NDB   Worked Remotely

- Managed the design team, ensuring correct workflows and descriptions ready for implementation.
- Handled administration for the company's community resources as well as creating specialized Discord and Telegram bots for marketing and community management purposes.
- Ensured task completion for the software team, maintained SCRUM boards.
- Evaluated completed work, testing for User Interaction, Security and performance.

Software Engineer   **Aug 2020 — Feb 2022**
OptimumSoftware   Worked Remotely

- Developed the UI for the business facing component of "Subscribr" with React.
- Contributed to the internal GraphQL API systems.
- Worked with designers to refine the quality and presentation of information across all relevant websites.

PROJECTS

Context-Free-Grammar Equivalence Research Project, Python, NumPy, Pandas   **Jun 2021 — May 2022**
- Produced the first Open Source implementation of a state-of-the-art algorithm for evaluating grammar equivalence.
- Developed testing methods for the evaluation of different approaches presented by other works as well as my own.

Personalized Finance Assistant, Python, Pandas, Tk   **Aug 2022 — Jul 2023**
- Developed infrastructure to ingest and unify different transaction streams into a single database.
- Implemented an integrated labelling and tagging system.
- Designed and produced a GUI application for the classification and analysis of data providing an integrated view of graphics and tables.

Digit Classifier, Python, NumPy   **Jan 2020 — Sep 2020**
- Developed a deep neural network GUI creator with dense hidden layers.
- Implemented the backpropagation algorithm for training networks.
- Built a drawing tool for entering handwritten digits.
- Designed a normalization algorithm for transforming the entered digits.

Snake Evolution, Python   **Mar 2019 — Oct 2020**
- Designed a flexible grid based ecosystem with a graphical output.
- Developed a gene system and offspring gene randomization for the snakes.
- Added data analyzation systems such as live graphs and decision visualizations.

3D Modelling and Design, Fusion 360
- I have designed and modelled a magnitude of different hardware projects.
- Worked closely with 3D Printing technology gaining experience in designing for and working with 3D Printers.
- Items such as Keyboards, Desk Fans, Organizers, and light fixtures.
- You can see some of my projects here https://www.printables.com/@Edward/models

EDUCATION

MSci Computer Science, Queen Mary University of London: **First-Class**   **Sep 2019 — Jul 2023**
Senior School, Millfield, Computer Science — A*, Further Mathematics — A, Mathematics — A*, Physics — A   **Sep 2017 — Jun 2019**

TECHNICAL SKILLS

Programming Languages	Python, TypeScript, JavaScript, C++, Java
Technologies	NodeJS, React, HTML, CSS, NumPy, Pandas, PyTorch
Tools	Git, GitHub, Docker, Fusion 360, Notion, Figma, ClickUp
Fluent Languages	English
Additional Courses	MHFA(Mental Health First Aid) England — Completed in Jan 2023