GRANT BOWMAN

SOFTWARE ENGINEER

CONTACT

⚲ Denver, CO 80124

📞 (+1) 817-773-7714

✉ grant2bowman@gmail.com

🖂 linkedin.com/in/grant--bowman/

🌐 github.com/grantbowman

🔗 grantbowman.github.io

EDUCATION

B.S. IN COMPUTER SCIENCE AND MATHEMATICS • 2021
Purdue University • 3.65 GPA
West Lafayette, IN

KEY SKILLS

C++, Python, Java, Javascript, C
Git, Docker, Jenkins, Bash
HTML, CSS, EJS, SSE, Postgres
Analytical, Mentor, Problem-solver,
Inclusion, Teamwork

LEADERSHIP

Intern Buddy
• Met intern goals with available tasks.
• Provide learning resources.
• Share best practices.

Director of Internal Programming
• Plan and execute residence hall
  events of 100+ attendees.
• Ensure regulation compliance.
• Club Officer of the Year.
• Nominated university-wide.

Eagle Scout

SUMMARY

Results-driven software engineer with a strong foundation in C++, Python, Java, and Javascript. Proficient in Git and Docker for efficient code management and deployment. A skilled problem solver, mentor, and collaborative team player with a passion for inclusive and analytical approaches to software development. Proven track record of leadership excellence. Committed to delivering innovative solutions in dynamic environments.

EXPERIENCE

SOFTWARE ENGINEER A. • LOCKHEED MARTIN • JUNE 2021 – OCT. 2022
• Developed the SmartSat API, meeting customer demands efficiently and on-time.
• Utilized Git, Jenkins, and Docker to automate C++, Python, Bash development.
• Collaborated in an Agile environment with an integrated product team.
• Improved code quality by achieving 100% static analysis and unit test coverage.
• Awarded the NextGen Systems Thinking Award for systems thinking initiatives.

GAME DEVELOPER • RASA STUDIOS • JUNE 2015 – PRESENT
• Founding member of a globally distributed team doing Minecraft-based projects.
• Designed and created maps with 1 million+ downloads, generating 100k+ views on socials.
• Commissioned by Microsoft for the flagship map of 2021's Summer Celebration.

SOFTWARE ENGINEER INTERN • CANOPY • MAY 2020 – DEC. 2020
• Developed a cloud-based Natural Language Generation microservice in Go and Javascript.
• Hosted the NLG service in a production environment on Docker and Kubernetes.

UNDERGRADUATE RESEARCHER • PURDUE • MAY 2019 – AUG. 2019
• Investigated hyperparameter optimization using Python in a graduate lab.
• Constructed Convolutional Neural Networks using keras and hyperas in Python.
• Created cluster scripts to increase efficiency and automate data collection.

PROJECTS

NOXSQUAD GAMESHOW | RASA STUDIOS
• Hosted shows in collaboration with charity events, raising $5k+ for various organizations.
• Contributed to a proprietary API, streamlining and reducing development time by 60%.

AUTHOR-WRITE-US | PERSONAL PROJECT
• Created a storytelling website where users alternate contributing to a shared narrative.
• Utilized a tech stack of NodeJS, ExpressJS, SSE, Postgres, HTML and CSS, and Docker.

HEIST-MEISTERS | RASA STUDIOS
• Lead development of novel in-game procedural generation, creating a market-leading map.
• Implemented error detection, correction, and optimizations, achieving a no-device graylist.