

# Braden Pool

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Github/Legocopboss

## OVERVIEW

I am a hard-working, motivated developer with a drive and passion for computer science. I am seeking an opportunity to work alongside others who share my passion where I can apply my skills and continue to learn through real-life experiences.

## EDUCATION

<b>Indiana University Bloomington, Luddy</b>	May 2025
<ul style="list-style-type: none"><li>- <i>Bachelors of Science in Computer Science</i></li><li>- <i>Minor in Intelligent Systems Engineering</i></li><li>- Relevant Courses: <i>Applied Algorithms, Deep Learning and Hardware Acceleration</i></li></ul>	
<b>Heartland Community College, Illinois</b>	May 2023
<ul style="list-style-type: none"><li>- <i>Associates of Science in Computer Science</i></li></ul>	
<b>Normal Community West High School, Illinois</b>	May 2023
<ul style="list-style-type: none"><li>- <i>Computer Science Accelerated Associate's Degree Program</i></li></ul>	

## EXPERIENCE

<b>Computer Science K-8 Night</b>	NCWHS; Normal, IL
<i>Python Instructor</i>	Dec. 2021
<ul style="list-style-type: none"><li>• Led classes of 15-20 students through a Python learning experience to get them engaged and learn how to code in Python programming language</li><li>• Mentored and provided resources for students to go from little to no Python experience to a working product</li></ul>	
<b>STEM Project POS System</b>	Normal, IL
<i>Lead Software Developer and Team Lead</i>	August. 2021 – Dec. 2022
<ul style="list-style-type: none"><li>• Developed a working prototype POS system involving a sql database for use in a school environment</li><li>• Included multiple administrative functions to the POS system including full transaction history, product management, and account management</li></ul>	
<b>Best Buy</b>	Bloomington, IL
<i>Computer Sales Associate</i>	Nov. 2022 – Feb. 2023
<ul style="list-style-type: none"><li>• Assisted customers with finding the right device for their specific circumstances and use cases</li><li>• Answered customer questions on a multitude of devices ranging from windows machines, to cameras, to apple devices</li></ul>	
<b>Best Buy</b>	Bloomington, IL
<i>Advanced Repair Agent</i>	Feb. 2023 – May. 2023
<ul style="list-style-type: none"><li>• Repaired hardware and software issues on client devices by performing diagnostic tests, troubleshooting issues till an issue was resolved</li><li>• Included data transfers, clones of devices, hardware troubleshooting, as well as maintenance on apple devices</li></ul>	
<b>State Farm</b>	Normal, IL
<i>Enterprise Technology Software Engineer Intern/Part-Time</i>	Summer 2023; May 2024 – Present
<ul style="list-style-type: none"><li>• Was tasked with redeveloping an internal API service to incorporate the usage of AWS components</li><li>• Learned new first hand experiences with AWS and how it works in the real world along with a better understanding of REST Api and terraform</li><li>• Was tasked with fixing and developing new components in the front and backend of the Salesforce system</li><li>• Learned front and back end development of the Salesforce enterprise along with data management and Lightning Web Components</li></ul>	
<b>Indiana University - Luddy Makerspace</b>	Bloomington, IN
<i>Makerspace Technician</i>	Aug. 2023 – Present
<ul style="list-style-type: none"><li>• Tasked with maintaining all makerspace devices (3D printers, laser cutters, soldering stations, etc.) and making sure they are all working correctly</li><li>• Responsible with teaching other students how to correctly use the makerspace devices while also supervising the entire makerspace</li></ul>	

**Indiana University - Luddy Pacesetters***Pacesetters Events Team*

Bloomington, IN

Oct. 2023 – Present

- Worked with a group of other Luddy students to design, coordinate and plan events to take place on campus
- Goal of events is to promote diversity and inclusion in technology
- Worked with events team to plan events and manage finances

**Indiana University - Peer Mentor***Luddy LLC*

Bloomington, IN

Aug. 2024 – Present

- Responsible for a “buddy huddle” of students and helping them adjust to college life
- Held events within the LLC to spark engagement and a closer community
- Dependable and Responsible person who anyone could turn to for assistance

**Indiana University - Associate Instructor***Luddy School of Informatics, Computing and Engineering*

Bloomington, IN

Aug. 2024 – Present

- Associate Instructor for the Intro to Engineering class.
- Helped teach the class, grade assignments, and hosted my own office hours to assist students
- Class consisted of around 80 students total and it was my responsibility to help make sure each student has a good understanding of the material

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**INVOLVEMENT****STEM Project POS System**

Aug. 2021 – Dec. 2022

*Lead Software Developer and Team Lead*

- Developed a working prototype POS system involving a sql database for use in a school environment
- Included multiple administrative functions to the POS system including full transaction history, product management, and account management

**Drum Major, Normal Marching Band**

May 2021 – May 2023

- Made sure that all equipment was set up on time and in the right place as well as made sure the band and leadership team were all where they were supposed to be at the right times
- Learned how to manage people to ensure deadlines get hit as well as how to push others towards a common goal

**President, Computer Science Honor Society**

Aug. 2022 – May 2023

- Held the responsibility of holding meetings, planning events, and running all things computer science related within the school
- Tasked with assisting not only students but faculty within the school with any technology related issues.

**Vice President, Luddy Makerspace Club**

Aug. 2024 – Present

- Responsible for helping rebuild the Makerspace Club from the ground up.
- Held events within the Luddy LLC and throughout Luddy.
- Taught students and peers about the makerspaces and how to effectively use the different tools.

**Luddy Living Learning Center**

Indiana University

*Luddy School of Informatics, Computing and Engineering Direct Admit*

- My advanced skills in computer science allowed me to be selected as a direct admit into the Luddy Living Learning Center
- Chosen as one of 150 admits selected out of a freshman class of over 8,000 students

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**PROJECTS****Campus-wide 3D Printing Course**

Fall 2024

*Indiana University*

- Tasked with creating a course to teach about the safety and usage of the 3D Printers on campus
- Course is used in multiple classes as part of curriculum

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**Skills****Technical:** Java; Python; JavaScript (REST Api); C#; Git**Professional:** Flexible, Quick Learner, Problem Solving, Responsible, Organized, Independent, Cooperative