Marc Brophy

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Specialized Skills

Languages: C++, Java, Lua, Python, C#, HTML5, SCSS, CSS3
Skills: AWS, MS Azure AI Tools, Google Cloud Build, Linux

Professional Experience

Web Assistant   Feb. 2022 – Present
Seattle University Marketing & Communications   *Seattle, WA*
- Managed and maintained quality assurance and accessibility using analytical monitoring tools.
- Communicated with stakeholders to create desired sub-pages.
- Developed back-end tools in JavaScript to improve workflow for front-end design.

Curriculum Developer   Jun. 2021, – Oct. 2021
Coding with Kids   *Remote*
- Applied prior knowledge to create curriculum.
- Communicated with clients to provide desired course layouts.
- Delivered & published content for instructors.

Coding Instructor   Feb. 2019, – Oct. 2021
Coding with Kids   *Portland, OR*
- Instructed students programming fundamentals, OOP & front-end development.
- Applied prior programming and leadership skills in ambiguous environments.

Education & Certifications

Seattle University   2020 – Present
Bachelor of Computer Science, Entrepreneurship & Innovation   *Seattle, WA*
- Achievement and Merit Scholarship
- Science & Engineering Dean's List Academic Achievement

Microsoft   Jan. 2023
Azure Artificial Intelligence Fundamentals Certificate
- Created projects using ML, computer vision, and natural language processing
- Created ML models with regression, classification, and clustering.
- Understood responsible AI, challenges & risks, and knowledge mining.

Projects

Art Portfolio Website

- Web application that allows client to post, delete, & modify content dynamically on a website.
- Django, HTML5, SCSS. AWS Elastic Beanstalk, EC2, Route 53, Code Pipeline, CodeBuild.

Beyond the Screen

- 3D Video game being created with a team of 4.
- Programmed in Lua, utilizing code reuse.
- Follows Scrum framework in order to push completion of this large scale project.