Michael BRYAN

PERSONAL INFORMATION

ADDRESS:	U 2/9 Clydesdale Street, Como, WA 6152
PHONE:	0488 585 636
EMAIL:	michaelfbryan@gmail.com
GITHUB:	https://github.com/Michael-F-Bryan/
GITLAB:	https://gitlab.com/Michael-F-Bryan

MISSION STATEMENT

To leverage the theory gained while studying Mechanical Engineering, many thousands of hours as a software developer both professionally and as a member of the open-source community, and the practical experience providing technical support at Wintech Engineering to explore the field of robotics and automation.

WORK HISTORY

MARCH 2018 - CURRENT	**Full-Time Developer at Wintech Engineering** Rewrote the previous generation of Profiler CAD/CAM software from the ground up to the point where it ready for customer trials (75kloc of C#, 88kloc total, approx. 1300 tests). Regularly involved with technical support for customers in matters related to software or machine operation.
MARCH 2017 - FEBRUARY 2018	**Part-Time Developer at Wintech Engineering** Refactoring and upgrading the Profiler software for drawing 2D models and sending instructions to CNC foam cutting machines. Low level programming of the CNC machine controller.
NOVEMBER 2016 - FEBRUARY 2017	**Internship at Wintech Engineering** Creating an interface to an autonesting program for optimally positioning parts to minimise waste, upgraded the Profiler GUI to incorporate modern components like Ribbons and high resolution icons

OPEN-SOURCE PROJECTS

mdbook	Core maintainer of *mdbook*, a program for rendering documentation to HTML for online viewing from November 2017 to January 2019. As maintainer I triaged issues, performed code reviews, and managed the other contributors to keep the project heading in the right direction. *mdbook* is most prominently used by *The Rust Programming Language*. It Currently has over 720,000 official downloads and 105 contributors. (https://github.com/rust-lang-nursery/mdBook)
The Rust FFI Guide	A tutorial which teaches people how to interoperate between Rust and other languages via C APIs. Commonly referred to as one of the best references for teaching people how to write projects where multiple languages need to interoperate at the ABI level (e.g. mentioned by Baidu developers as a valuable resource at a recent RustFest talk). together, explaining best practices and high level architecture decisions. (https://michael-f-bryan.github.io/rust-ffi-guide/)

PROGRAMMING LANGUAGES AND TECHNOLOGIES

ADEPT *(drop me in a new project and I'll be productive within an hour or so)*	C#, RUST, WINDOWS GUI PROGRAMMING, PYTHON
CONFIDENT	SQL DATABASES, MICRO SERVICES, GO, JAVASCRIPT, DELPHI

References

James Boyle

RELATIONSHIP   Coworker and project supervisor at Wintech Engineering

CONTACT NUMBER   *(to be provided upon request)*

Nicola Staltari

RELATIONSHIP   2016 Technical Director at the Curtin Motorsport Team, oversaw my performance as a member of the electrical area

CONTACT NUMBER   *(to be provided upon request)*