P. Brayden Smith

Software Engineer and Rocketry Enthusiast

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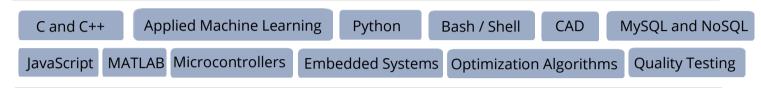**GitHub:** TrainOfCode

Education

B.S. COMPUTER SCIENCE AND B.S. MATHEMATICS   Graduation: April 2022
Brigham Young University: GPA 3.81

Completed Projects with: **See Projects on GitHub**

| C and C++ | Applied Machine Learning | Python | Bash / Shell | CAD | MySQL and NoSQL |

| JavaScript | MATLAB | Microcontrollers | Embedded Systems | Optimization Algorithms | Quality Testing |

Professional Goal

- Looking to further develop professional level software engineering skills through an internship during Summer 2022.

EXPERIENCE

BYU High Power Rocketry Payload Team Lead

BYU / Provo, UT / August 2021- Present / Member of club since January 2019

- Competing in Spaceport America Cup 2022 and IREC as team lead of the rocket's main payload design and implementation
- Designing Reinforcement Learning Models to handle anti-sloshing systems for liquid propellant
- Already built multiple multi-staged rockets with projects in telemetry, guidance, navigation, and control

Mentored Research

BYU / Provo, UT / May 2020 - Present

- Mentored Research with Dr. Dennis Ng and Dr. Darin Ragozzine
- Evaluated Web Search Query Algorithms with natural language data sets greater than 2 TB in Python and C++
- Managing multiple servers to maintain other Research student's projects and work

Teaching Assistant

BYU / Provo, UT / September 2019 - Present

- Teaching and assisting students in the following classes: BYU's CS 252 Computational Theory, CS 312 Algorithms, and currently CS 472 Machine Learning

Website Designer

E-Trafficers / Orem, UT/ March 2019 – August 2020

- Worked on a team of designers building websites for Mortgage Loan Providers
- Upgraded the back and front-end of a Fannie Mae 1003 Application System in Laravel