ADAM BREWER

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EXPERIENCE

Software Engineer Co-op

Codonics

📅 June 2021 – December 2021   ⚲ Cleveland, OH

Role: Develop new features as well as maintain old code relating to the SLS (Safe Labelling System) project.

- Used Java, JavaScript, and other various technologies for feature implementation and bug fixing for the SLS project (as well as the accompanying Administration Tools).
- Used Python, PyQt, and the Google Translate API for the translation of large documents and manuals relating to the SLS to various languages.
- Used on-site software, including Jenkins, CodeReviewer and TestTrack, in order to test code, document bug fixes, report new bugs, and submit code for review.

Systems and Analysis Support Assistant

Rochester Institute of Technology Enrollment Management Team

📅 Nov 2020 – Present   ⚲ Rochester, NY

Role: Create, improve, and maintain pages and tools relating to student enrollment.

- Used AJAX and JSON in order to interact with the Vidyard API to render unique personalized videos for new students to see in their digital acceptance letters.
- Used HTML, CSS, and JavaScript to improve the appearance and interactivity of various enrollment pages used by students.

EDUCATION

Bachelor of Computer Science

3.8 GPA

📅 August 2020 – May 2025

PROJECTS

NuInfoSuite (NuInfoSys + NuInfoSyte)

github.com/adamhb123/NuInfoSys
github.com/adamhb123/NuInfoSyte

📅 August 24th, 2021 – Present

NuInfoSuite consists of two different child projects: NuInfoSys, and NuInfoSyte. NuInfoSys is a Python library implementing the Alpha® sign communications protocol to send messages and graphics to Alpha® signs. NuInfoSyte is a web front-end for NuInfoSys that enables users to interact with an Alpha® sign through an intuitive graphical interface.

OpenGuessr

github.com/adamhb123/openguessr

📅 March 2021 – Present

OpenGuessr is a GeoGuessr-like game that enables users to upload, edit, create, and play with their own 3D panoramas. To achieve this, it uses Photosphere Viewer for viewing images in 3D, as well as for creating markers. It is written in HTML/CSS/JS, and uses NodeJS and ExpressJS for the backend.

Food Vibes

github.com/adamhb123/food-vibes-plus

📅 February 20th, 2021 – February 21st, 2021

Used JavaScript, HTML/CSS, Axios, ExpressJS, NodeJS, the Dolby audio enhancement api, and the ACRCloud music recognition api to process, enhance, and recognize music and list food items associated with that genre of music.

OBJECTIVE

Seeking an internship in Software Development for the Summer of 2022.

GENERAL SKILLS

Full-stack Web Development

Software Development

Embedded/Electronic Development

API Design and Development

Fast Learning   Problem Solving

Multi-Tasking   Remote Work

Planning   Communication

TECHNOLOGICAL SKILLS

C   Java   Python   HTML/CSS/JS

SQL   NodeJS   ReactJS   ExpressJS

EJS   Jinja   Flask

TOOLS

Vim   Git   Jenkins   PyCharm

IntelliJ IDEA   Visual Studio 2019

Visual Studio Code

OPERATING SYSTEMS

Windows (Vista+)

GNU/Linux (Ubuntu, Arch, RHEL)

ORGANIZATIONS

Computer Science House

📅 Aug 2020 - Present

⚲ Rochester, NY

Special Interest House centered around Computer Science with a focus on projects and education.

I am currently a webmaster for the organization, meaning I maintain and improve our various websites (such as csh.rit.edu, our primary website) through code-review and repository management, as well as providing my own contributions in code.