# BRADEN BECK

 $(+1)808-635-3399 \Leftrightarrow braden@nigge.rs \Leftrightarrow github.com/bbeck13$ 

### **EDUCATION**

# California Polytechnic State University

Sep 2013 - Jun 2017

Bachelor of Science

Computer Science - College of Engineering

#### TECHNICAL STRENGTHS

Computer Languages Software & Tools Lisp, Racket, Java, JavaScript, C/C++, Python

LaTeX, bash, vim, React, RDS/SQL, AWS, JTS/JSTS, GNU + Linux

### **EXPERIENCE**

#### **Amazon Prime**

August 2017 - August 2018

 $Software\ Development\ Engineer$ 

- · Migrated accounting reconciliation data off of oracle to postgres rds while maintaining SOX compliance.
- · Managed data for Prime Plans, maintained and developed website with tooling around Prime Plans including visualizing free trial and renewal logic.

# Amazon Last Mile Technology

August 2018 - November 2019

Software Development Engineer 2 (L5)

- · Created system to algorithmically simplify and propagate GIS data to downstream systems to affect package labeling and ultimately drive roll-out of a new routing model for all Amazon Delivery Stations in the United States and Europe.
- · Worked on full stack React based web app that allows users to define/configure geographic areas for Delivery Stations.

# **AWS Security**

November 2019 - Feb 2021

Software Development Engineer 2 (L5)

- · Built ETL system for processing and delivering security agent logs and much more, dealing with petabytes of security data.
- · Used state of the art infrastructure as code on AWS to create and manage entire cloud infrastructure systems through code.
- · Integrated with crowdstrike and splunk to gather, organize and monitor security logs.

### ACADEMIC ACHIEVEMENTS

Deans List for 4 quarters (when I took only CS classes)

TA for 2 years. Taught a lot of students about systems programming, I believe anyone can learn CS if they just apply themselves.

### PROJECTS

# RhythmRunner

github.com/bbeck13/RhythmRunner

c++/opengl

· Organized and manged small group project to create a cross platform video game using opengl. Created level editor / procedural generated levels based on audio signals so that players movement was in time with music

## **EXTRA-CURRICULAR**

## **Outrigger Canoeing**

June 1994 - Present

- · Sailing as an exercise in preserving and illuminating the history and culture of my homeland (or rather homeocean), the Pacific.
- https://www.patagonia.com/blog/2018/02/a-thirty-five-year-voyage-back-in-time/
- · 'https://hanahou.com/22.2/outrigger-odyssey'