BRANDY BOGGS

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EDUCATION

University of Michigan - Dearborn January 2017-May 2020

B.S. Software Engineering Dearborn, MI GPA: 2.95

• Relevant Coursework: Algorithm Analysis, Conversational Artificial Intelligence, Deep Learning, Data Structures, Introduction to Operating Systems, Web Systems, Discrete Mathematics, Matrix Algebra, Engineering Statistics, Game Design using Unity, Game Design Using Unreal Engine

PROFESSIONAL EXPERIENCE

Voxel [51] June 2018 - April 2019

Data Annotator & Intern Ann Arbor, MI

• Reviewed data intended to be input into our Neural Network for object and person recognition

Dearborn CIS Discord January 2017 - Present

• Own and administrated largest social chatroom for College of Engineering and Computer Science

University of Michigan - Dearborn – College of Engineering and Computer Science August 2019 - Present

Undergraduate Research Assistant; Advisor: Bruce Maxim Ann Arbor, MI

• Built a design document for an application used to help veterans adapt to civilian life using gamified learning

PROJECTS

Solved the Four Knights Problem – Artificial Intelligence June 2019

• Solved Four Knights Puzzle using both A\* Algorithm and Branch and Bound in a demonstration to show uses of Artificial Intelligence and efficiency of different algorithms on the same problem.

Genetic Algorithm – Artificial Intelligence June 2019

• Made a genetic algorithm that breeds a pair of organisms and uses a fitness value as heuristic to make the most fit children out of the most fit parents

Neural Burnout – Senior Design May 2019 - Present

• Designed and implemented an application in Unity used to visually simulate how the statistics of cars can be crossbred to make faster and more efficient cars and tracking systems

• Assured Quality of product as well as adding and improving the algorithms used in project

• Mostly based on Genetic Algorithms with double parents and multi-parent breeding

Game Development – Game Design September 2018 - May 2019

• Designed and developed three games, two using Unity 3D, and one using Unreal Engine 4

• Lead Developer on all three projects, all games were well received by professor and peers

• Made 3D models and animations for each game as well as graphical sprites and character behaviors

OGRANIZATIONS

Upsilon Pi Epsilon January 2018 - Present

• Engineering Honor Society

Dearborn ACM January 2018 – Present

• Chapter Secretary 2017

Lab Proctor January 2017 – Present

• Head Proctor of Game and Multimedia Environment Laboratory

• Ensured safe use and quality of equipment in laboratory as well as keeping the space welcoming, social, and friendly

• Key holder and 24/7 card access

TECHNICAL SKILLS

Languages C, C++, C#, Java, Python, HTML, BASIC, SOAR, Lisp

JavaScript, SQL, C

Software Unreal Engine 4, Unity 3D, Blender, Visual Studio, Eclipse, DEV C++

Platforms OSX, Linux, Windows