BRANDY BOGGS

(478) 997-7223 — 15760 Regina Ave, Allen Park, MI, 48101— bcboggs@umich.edu

LinkedIn: <https://bit.ly/2kibvHp> - GitHub: <https://github.com/bcboggs>

EDUCATION

University of Michigan - Dearborn January 2017-May 2020

B.S. Software Engineering Dearborn, MI GPA: 3.12

• 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

Infor Intern January 2020 - Present

• Writes virtual user scripts to stress test applications for upcoming release

• Debug and Troubleshoot in Java, HTML, JavaScript & Angular for upcoming release

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

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

• Building 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 the Four Knights Puzzle using both the A\* Algorithm and Branch and Bound in a demonstration to show the uses of Artificial Intelligence and the 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 the product as well as adding and improving the algorithms used in the 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 – Engineering Honor Society January 2018 - Present

• Participated in MHacks Hackathon

Dearborn ACM January 2018 – Present

• Chapter Secretary 2017

Lab Proctor January 2017 – Present

• Head Proctor of the Game and Multimedia Environment Laboratory

• Ensured the safe use and quality of the equipment in the 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, Angular

Software Unreal Engine 4, Unity 3D, Blender, Visual Studio, VSCode, Eclipse/STS, DEV C++, VUGen, Loadrunner

Services Jenkins, JIRA

Platforms OSX, Linux, Windows