

# Bradley Chester

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## Education

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- BS**      **University of California, San Diego**, Computer Science      Oct 2020 – June 2024
- GPA: 3.6
  - **Coursework:** Software Engineering, Algorithm Design and Analysis, Computer Architecture, Computer Graphics, Operating Systems, Database System Principles, Programming Language Principles, Computer Security
  - **Awards:** Chancellor's Scholar, Provost Honors

## Skills

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**Languages:** C, C++, Python, Java, JavaScript

**Tools:** Visual Studio, Linux, Github, STM8 SPL, Raspberry Pi, GDB

**Certifications:** Amateur Radio Technician License

## Experience

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- ZUM Radio**, Software Developer      San Diego, CA  
July 2023 – Sept 2023
- Developed firmware in C for a custom STM8 board
  - Designed and implemented custom data transfer protocol based on I2C between microprocessor and Raspberry Pi
  - Used Github to keep track of changes and daily progress
- University of California, San Diego**, Student Tutor      San Diego, CA  
July 2022 – Sept 2022
- Mentored a group of six students, in charge of guiding them on what it's like to be a Computer Science student at UCSD
  - Worked lab hours where I helped students with introductory CS lab assignments and later on students' personal projects
  - Built a sense of community among incoming students to UCSD in order to promote a sense of belonging

## Projects

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- Custom CPU Design and Implementation**      June 2024
- Designed a CPU instruction set from scratch to solve specific problems
  - Implemented using FPGA design software
  - Created assembler for assembly-like language
  - Tools Used: SystemVerilog, Quartus, Modelsim, C, Python
- Smart Task Management App**      Dec 2022
- Developed for a Software Engineering class in a group of 9
  - Responsible for the DevOps experience using Github Actions
  - Designed test suites for the application using Jest and Puppeteer
  - Deployed application using Electron.js
  - Tools Used: HTML, CSS, JavaScript, Jest, Puppeteer, Electron.js