Brian Reece

12134 Elm Street
Birch Run, MI

(989) 395 0352

bdreece12@gmail.com
https://github.com/bdreece

Hardworking and passionate job seeker with strong organizational skills eager to secure entry-level Software Engineer position. Ready to help team achieve company goals.

Repositories

tinybroker
https://github.com/bdreece/tinybroker

- A message queue broker for distributed systems, written in Go and exposed over REST API.

conway
https://github.com/bdreece/conway

- Conway's Game of Life, implemented in C++ using SDL2 and OpenCL.

piper
https://github.com/bdreece/piper

- A template library for concurrent channels in C++20.

errands
https://github.com/bdreece/errands

- A command-line todo list manager, written in Rust.

Education

 BS in Software Engineering, Communication Studies Minor
Michigan Technological University, May 2022
Cumulative GPA: 2.71

Experience

Embedded Software Developer   Sept 2019 – Dec 2021
MTU Aerospace Enterprise

- Collaborated with software, firmware and hardware engineering students to develop embedded solutions for microsatellite prototypes.

- Implemented and tested UART device library and NMEA message parsing algorithm for GNSS-MCU interface.

- Used interpersonal and communication skills in interactions, enriching team collaboration on Auris microsatellite project.

Student Gardener   Apr 2021 – Sept 2021
Michigan Technological University

- Provided expert lawn care, mulching, aerating and trimming around walks, walls and flower beds.

- Followed planned landscaping designs to determine placement of sod, sown grass, flowers and foliage.

- Identified and removed invasive plants and noxious weeds for garden aesthetics and ecosystem health.

Skills

- C/C++	- Javascript	- Node.js
- Rust	- React	- PHP
- Linux	- Svelte	- SQL
- MIPS ASM	- CSS	- Docker

Accomplishments

- State Champion – 2016 MIFA State Competition, Informative Speaking

- State Semifinalist – 2015 MIFA State Competition, Extemporaneous Speaking