

# Brett Galkowski

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## Education

University of California, Irvine

- **B.S. in Computer Science – Class of 2020**
- **3.8 GPA – Cum Laude, Dean's honor list**
- Most Outstanding Junior in ICS Award
- Phi Beta Kappa member

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## Technical Skills

⌘ C++	⌘ Docker, Kubernetes
⌘ Python	⌘ AWS, Azure, GCP
⌘ C# / .NET	⌘ Linux, UNIX
⌘ SQL, NoSQL	⌘ Distributed Systems

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## Work Experience

### Shield AI

*Software Engineer*

8/20 – Current

Member of the Core Engineering Services team implementing scalable infrastructure and maintaining cloud services, CI/CD pipelines. Worked closely with Docker, Kubernetes, and Azure while developing backend distributed systems in C++ and Go.

### Microsoft

*Software Engineer*

12/19 – 7/20

Developed core infrastructure, automation, and data processing projects within the Azure Software Defined Networking team. Experience building scalable distributed systems and applications leveraging cloud infrastructure with core operating system fundamentals.

### Qualcomm

*Software Engineering Intern*

6/19 – 9/19

Implemented a connection manager for state-of-the-art mobile networking project as a member of the 5G / LTE and Data Services teams. Extensive C/C++ programming in a Linux environment.

### Promenade Software

*Software Engineering Intern*

8/18 – 11/18

Worked on development team refactoring a convolutional neural network for medical image analysis. Converted Python code into C++ to improve efficiency, implemented the Hungarian optimization algorithm to solve minimum cost assignment problem.

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## Projects

### Netflix Matchmaker

Randomly serves Netflix movies until two users both agree to watch. Reconstructs Netflix movie database with web scraping.

Python, Flask, Jupyter

### Rugby Analysis Tool

Data science project determines the intensity of Rugby games based on raw GPS data. Calculates timestamps of tackles and scores.

Python, C++, Machine Learning

### Chess Engine AI

Formidable Chess AI opponent within fully implemented game logic and UI. Leverages game tree artificial intelligence methods.

Python, Artificial Intelligence

### Hot Rotato

Intense 3D platformer game with unique physics engine. Graphics and operating system work in Unity for performance.

C#, C++, Game Development