Braden Bowdish

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Objective

- Seeking a Co-Op for the Summer and/or Fall of 2017, as well as the Spring and/or Summer of 2018.

Education

– **Rochester Institute of Technology**, *Bachelors of Science*, Computer Science, Expected Graduation: 2020.

Experience

– **Event Keeper**, *(github.com/bmbowdish/Event-Keeper)*, Personal project that keeps attedance for meetings at Computer Science House, Fall 2015.

– **qr-wiki**, *(github.com/bmbowdish/qr-wiki)*, Web page that creates qr-codes that link to a private mediawiki run by Computer Science House. Uses custom bootstrap theme and JQuery to create qr-codes., 2016.
Spring 2016

– **LED Matrix**, *https://github.com/bmbowdish/LED-Hackathon-Matrix*, LED Matrix. Four buttons can move which LED is turned on. A fifth button helps choose between two modes where the 4 buttons work differently. I also learning about Matrix Multiplexing so any combination of lights can be turned on with the matrix. Most recently, I have begun adding the functionality of using a controller to control which LEDs turn on., Fall 2016.

– **Web Checkers**, Online Checkers game built in java using the Spark framework. Working with four other developers for 15 weeks. Currently being implemented, Spring 2017.

Technical Skills

LaTeX, Python, C, Java, Git, Github

Extracurriculars

CSH Computer Science House, a living-learning community for people interested in computers and other forms of technology. Held the position of History Director during the Fall of 2016. Have been a member since the Fall of 2015.

Relevant Classes

- Data Structures and Object Oriented Programming
- Mechanics of Programming
- Intro to Software Engineering