Bradley Treuherz

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Work Experience

Microsoft, *Software Developer Intern,* Redmond, WA
May 2017 – August 2017

- Developed a cross-platform mobile application for the Windows Dev Center.
- This application provides a tool for application developers to view analytics data (acquisitions, crashes, ratings and reviews, etc.) for their apps at any time.
- The application was developed using Xamarin and provides a rich UI with various charts, graphs, and other components to make for a pleasant user experience.
- Build upon the work of past developers to deliver an application with greatly improved performance, reliability, and a set of new features.

SpaceX, *Software Developer Intern,* Hawthorne, CA
January 2017 – April 2017

- Worked on a web application used to review photos taken during the manufacturing process.
- Greatly reduced dead time by creating an entirely new workflow for the photo review process.
- Designed and implemented a notification system to inform technicians when action is required.
- Worked on the entire stack from creating a new data model (SQL), backend support (.NET MVC), and various new UI features and enhancements (Knockout and TypeScript).
- Deployed the application in 4 major phases using a CI pipeline. Met with user groups at various stages of deployment and incorporated their feedback in future feature sets and roadmaps.

Microsoft, *Software Developer Intern,* Redmond, WA
May 2016 – August 2016

- Designed and implemented a set of libraries and services to provide a cache layer for Azure Blob Storage.
- Interfaced with existing libraries and services to enable deployment into a high-scale distributed system.
- Implemented watchdogs and stress tests to monitor the health of the blob cache service.
- Utilized test-driven-development to ensure the project would be robust and fully functional.

Ultimate Software, *Software Developer Intern,* Weston, FL
May 2015 – August 2015

- Developed an ASP.NET MVC web application that served as a tools to help domain testers understand dependencies between different areas of UltiPro.
- Implemented a functional and intuitive graph UI using Angular.js and D3.js
- Collaborated with a team of other developers using Agile methodologies (Scrum and Kanban) and Git for version control.
- Deployed the application on a continuous integration pipeline along with back-end (NUnit) and front-end (Jasmine) unit tests.

SpinCore Technologies, *Part-Time Engineer,* Gainesville, FL
September 2014 – February 2015

- Responsible for quality assurance and hardware testing.
- Coordinated international sales and correspondence with customers and vendors.
- Troubleshoot user issues and provide customer support.

Education

University of Florida, *Herbert Wertheim College of Engineering*
Graduating May 2018   GPA 3.96/4.0

- Bachelors of Science in Computer Science
- Minor in Electrical Engineering

Leadership

UF Software Engineering Club, *President*
- Lead club meetings, coordinate activities and networking events.
- Create and deliver engaging tutorials on various software engineering platforms and methodologies.

Projects

Jackpot Lottery
- Worked with a small team to deliver fully functioning Android, iOS, and Web apps for event creation, registration, and random selection of attendees.
- I personally build the iOS application and created and deployed the web server with node, express, and mongo.

Honey I'm Home
- An IOT application for home automation and security.
- This project included a node server and web-front end for user customization, as well as a pervasive device running a python script with facial detection algorithms.
- **Won 2nd place at SwampHacks 2016**

Heads Up
- Sponsored by Google's 2016 IOT Research Award Pilot.
- Through the use of Google Proximity Beacons, a node server, web-client, and an Android applications, owners of a space are provided with the means to provide their patrons with contextually relevant information.

Bluetooth Car
- Created a RC car that could be controlled via Bluetooth with an Android app.

Zone
- Created a clone of Ramiro Corbetta's game Hokra in C++ using SDL.

Professional Skills

Languages
- C#, Java, C++, C, Swift, JavaScript, HTML5, CSS3, Python, SQL, TypeScript

Frameworks And Platforms
- Android, iOS, Xamarin, Azure, Google Beacon Platform, ASP.NET, Angular.js, Node.js, Meteor.js, D3.js, Knockout.js, Mongo DB, OpenCV, Jasmine, NUnit, SDL, Java2D, Arduino

Tools
- Git, Jira, TeamCity, TFS, OSG, CodeFlow

Awards

Project Based
- 2nd place SwampHacks 2016
- State Farm's Favorite Hack

Academic
- Recipient of the Herbert Wertheim College of Engineering Co-op Student Assistance Endowed Fund Scholarship
- Florida Scholar Bright Futures