

BRADLEY TREUHERZ

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EDUCATION

University of Florida

B.S. Computer Science - Dec 2017

GPA: 3.98/4.0

SKILLS

PROGRAMMING LANGUAGES: C++, Java, C#, Python, JavaScript, HTML5, CSS3, C

FRAMEWORKS AND PLATFORMS: Android SDK, Azure SDK, Google Beacon Platform, ASP.NET, Angular.js, Node.js, Meteor.js, D3.js, Mongo DB, OpenCV, Jasmine, NUnit, SDL, Java2D, Arduino

TOOLS: Git, Jira, TeamCity, TFS, OSG, CodeFlow

EMPLOYMENT

Microsoft, *Software Developer Intern*, Redmond, WA

May 2016 - Current

- 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.
- Utilized test-driven-development to ensure the project would be robust and fully functional.

Ultimate Software, *Software Developer Intern*, Weston, FL

May 2015 - Aug 2015

- Developed a web-based tool aimed to provide domain testers with an intuitive interface for regression testing.
- The application was build with a C# back-end (Entity Framework) along with Angular.js and D3.js on the front-end.
- 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

Sep 2014 - Feb 2015

- Utilized analytical thinking skills to troubleshoot user issues and provide customer support.
- Responsible for quality assurance and testing boards before shipping.
- Coordinated international sales and correspondence with customers and vendors.

PROJECTS

Honey I'm Home

- An internet of things application that allows members of a household to customize greetings, automate tasks, and secure their home via the use of facial recognition technology.
- 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.
- Awards - SwampHacks 2016: This project won 2nd place overall as well as being awarded State Farm's favorite project.**

HeadsUp

- This project was 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 (ads, announcements, and the facilitation of social interactions).

Bluetooth Car

- This projects consists of an RC car that can be controlled via Bluetooth.
- At the heart of the car lies an Arduino Uno and a Bluetooth chip. The Arduino was programmed to respond to incoming serial data and an Android app was created to send data to the car, providing an interface with which the user can control the car.

Zone

- Zone is a game based off of Ramiro Corbetta's Hokra, and was written in C++ using SDL.
- The game includes music, sound effects, and support for Xbox 360 controllers.

ACTIVITIES

UF Software Engineering Club, *Vice President*

Jan 2016 - Current

- Lead club meetings, coordinate activities and networking events.
- Create and deliver engaging tutorials on various software engineering platforms and methodologies.

UF IEEE Hardware Team, *Team Member*

Sep 2014 - Sep 2015

- Collaborated with a 3 person team to develop and implement chessboard segmentation and piece detection for autonomous robot chess.