Bradley Alexander Pawlow

bradleypawlow2023@u.northwestern.edu (773) 849-6527

EDUCATION

Northwestern University, Evanston, Illinois

Bachelor of Arts in Computer Science with minor in Data Science, anticipated June 2023

Cumulative GPA: 3.86/4.00

Honors: Dean's List, Hispanic Recognition Program Scholar, Illinois State Scholar, National Honors Society *Relevant Coursework:* Cognitive Modeling, Computer Programming I & II, Computer Systems, Data Science with R, Data Structures & Algorithms, Discrete Math, Financial Accounting, Linear Algebra, Multivariable Calculus, Statistics

PROJECTS

Personal Information & Interactive Website (HTML/CSS)

June 2020 - Present

• Constructed an informational website with over 1000 lines of front-end development code that include my interests, contact information, and some of my ongoing projects complimented with animated background designs

NFL Fantasy Football Statistical Findings Over the Last 20 Years (R/RStudio)

September 2020 – Present

- Conducted an in-depth analysis on over 10,000 rows of NFL data and 30 statistical categories using data cleaning and transformation techniques, 2D visualization plots, linear modeling, and measures of average and spread
- Published an executive summary report explaining my findings and its impact on fantasy football betting

Interactive Drum Set Kit (JavaScript)

January 2021

• Designed an interactive webpage for musicians to practice playing 7 different drums with their computer keyboard

Point of Interest Mapping Algorithm Design (DSSL2/Racket)

November 2020 – December 2020

- Designed a program to store POI data, generate nearby POIs, and search for a specific POIs given regional mapping
- Used a complex combination of stacks, weighted graphs, dictionaries, and priority queues ADTs to store large quantities of data as well utilized Dijkstra's algorithm and a heap sorting algorithm to maximize efficiency

Beginner's Edition of Sudoku (C++)

May 2020 – August 2020

- Designed a 9x9 interactive Sudoku board with built-in hints and feedback on every inputted number including possible board conflictions and valid number choices
- Utilized C++ and learned important aspects of game development including model and user interface structures

WORK EXPERIENCE

InStore Inc. (Partnership with Xenah Developers Consulting) Software Development Intern

Evanston, Illinois

December 2020 - Present

- Develop features for live B2C ecommerce platform for over 15 small retail businesses
- Implement Python 3 code based on high level technical requirements and designed low level technical solution based on requirements documentation
- Research Square REST APIs, AWS APIs, and Instagram APIs while building ETL algorithm to work with its data
- Work with Git to collaborate code changes with team of Python developers and complete code review process

Gladys R. Wilson & Associates

Chicago, Illinois

Audit and IT Intern

July 2019 – December 2020

- Prepared and reviewed electronic data in Excel for over 50 City of Chicago internal control and compliance audits
- Fixed technical problems and maintain technological efficiency within the workplace, especially during the transition to more online conferencing and services during the COVID-19 pandemic
- Analyzed the results of the compliance audits and verified that each organization met its annual budget

LEADERSHIP EXPERIENCE

Sigma Alpha Epsilon Fraternity (Illinois Psi-Omega Chapter)

Evanston, Illinois

Secretary & Interim Rush/Social Chair

January 2020 – Present

- Lead weekly meetings discussing chapter governance and record important information addressed
- Facilitate philanthropy activities, networking, brotherhood events for 35+ members, and new member recruitment

TECHNICAL STRENGTHS & PERSONAL INTERESTS

Technologies and Tools: Unix Operating Systems, Microsoft Office, iMovie, GarageBand, Adobe Photoshop Programming Languages: Assembly, C, C++, CSS, DSSL2, HTML, Java, JavaScript, Python, R & RStudio, Racket Interests: Baseball; Weightlifting; Meditation; Volunteer Tutoring; Investing; Gaming/Game Development; Traveling