# Bradley Bossard

Polyglot software engineer with over 15 years of experience

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## Experience

**Senior Software Engineer -** [**moovel**](https://www.moovel.com/en) **- *2017 - Present***

moovel develops whitelabel mobile ticketing solutions for public transit agencies.

* Micro services development with Node, Go, Python, Docker, Kubernetes and AWS
* API design and implementaton with REST and GraphQL
* Database experience with MySQL and PostgreSQL
* Agile methodolgoy with JIRA, sprints and CI/CD code promotion process

**Lead Fullstack Developer -** [**Aniden Interactive**](http://www.aniden.com/) **- *2012 - 2016***

Aniden is a digital interactive agency serving several large clients including HP, Dell, Yahoo and Logitech.

* Remote team member with proven ability to communicate well via Slack and video
* Large variety of projects with technologies ranging from Flash, PHP, Javascript, jQuery, Angular & React
* Fast paced environment required ramping up on new technologies quickly
* Work Samples - [Yahoo Doodle](http://aniden.com/project/yahoo_logo) - [Race For The Stars](http://aniden.com/project/race_for_the_stars) - [Finish Drawing](http://finishdrawing.com) - [History Of Baker Hughes](http://aniden.com/project/bh_timeline)

**Senior Software Engineer -** [**Google**](https://www.google.com) **- *2007 - 2012***

Google is an internet search company. While at Google, I worked in digital mapping technologies and frontend development.

* Google Earth 3D Buildings - C++ automated generation of 3D buildings from raw sensor data
* *Building Maker* - C++ image processing and serving pipeline aerial imagery
* *Wapner* - [Patented](http://www.google.com/patents/US20150143301) internal Django webapp for scoring 3D content.
* [Street View](https://www.google.com/maps/streetview/) - Frontend Javascript client for Google Street View
* [Doodle Gallery](https://www.google.com/doodles) - Django webapp for viewing Google Doodles
* [Doodles](https://www.google.com/doodles) - Authored interactive Doodles on Google homepage using raw Javascript

**Systems Engineer - Urban Scan - *2005 - 2007***

Urban Scan was a start-up focused on automated 3D model generation for urban environments. Acquired by Google.

* Wrote C++ real-time acquisition sensor platform composed of cameras, GPS, and laser scanners.
* Design and manufacture of custom data collection hardware
* Research and purchasing of all hardware used by the company.
* Point of contact for DARPA project integrators

## Education

**MSECE, Masters of Electrical and Computer Engineering** - [University of Iowa](http://www.uiowa.edu/) - *2001-2003*

**BSEE, Bachelors of Electrical Engineering** - [University of Iowa](http://www.uiowa.edu/) - *1998-2001*