# Bradley Bossard

Polyglot software engineer with over 15 years of experience

[bradleybossard@gmail.com](mailto:bradleybossard@gmail.com)

[](https://www.linkedin.com/in/bradleybossard) [](https://github.com/bradleybossard) [](https://codepen.io/bradleybossard) [](http://stackoverflow.com/users/story/1754642) [](https://hub.docker.com/u/bradleybossard) [](https://www.codewars.com/users/bradleybossard)

## Experience

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

moovel develops whitelabel mobile ticketing solutions for transit agencies.

* Microservice development with Node JS, Go, Docker, Kubernetes and AWS.

**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.

* [Yahoo Doodle](http://aniden.com/project/yahoo_logo) - Python / Javascript pipeline for Yahoo Doodle project.
* [Race For The Stars](http://aniden.com/project/race_for_the_stars) - Unity VR game and MEAN stack webapp scoreboard.
* [Finish Drawing](http://finishdrawing.com) - MEAN stack webapp for drawing and navigating drawing gallery.
* [History Of Baker Hughes](http://aniden.com/project/bh_timeline) - Interactive tabletop project, built using Javascript / HTML5.

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

While at Google, I have namely worked in digital mapping technologies, and have been involved in…

* Google Earth 3D Buildings - C++ automated generation of 3D buildings from raw sensor data.
* *Google Building Maker* - C++ image processing and serving pipeline aerial imagery.
* *Wapner* - Internal Django webapp for scoring 3D content. [Patent](http://www.google.com/patents/US20150143301) issued for work on this project
* [Google Street View](https://www.google.com/maps/streetview/) - Javascript / Flash code for Google Street View frontend and Google Maps.
* [Specialty Pegmen](https://www.google.co.in/intl/en/help/maps/streetview/learn/pegman.html) - 3D modeling and production pipeline for authoring over 20 Street View “specialty Pegman”.



* [Google Doodle Gallery](https://www.google.com/doodles) - Django webapp for viewing Google Doodles.
* [Google Doodles](https://www.google.com/doodles) - Authored and launched Google Doodles using raw Javascript / HTML / CSS for optimal code. Doodles I authored include the following links below.

[](http://www.google.com/doodles/46th-anniversary-of-star-treks-1st-broadcast)   [](http://www.google.com/doodles/halloween-2011)   [](http://www.google.com/doodles/art-clokeys-90th-birthday)   [](http://www.google.com/doodles/total-lunar-eclipse-live-imagery-provided-by-slooh)

Experience cont. ———-

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

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

* 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

## Consulting

**CTO -** [**DentalEMR**](https://dentalemr.com) **- *2015***

Cloud-based electronic medical records webapp

* Architected and developed Django/Angular application hosted on AWS
* Interviewed and hired additional team members.
* Agile project management and sprint planning, acting SCRUMM master

## Education

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

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

## Patents and Publications

[Evaluating Three-Dimensional Geographical Environments Using A Divided Bounding Area](http://www.google.com/patents/US20150143301)

[Generation of Real-Time Synthetic Environment Using a Mobile Sensor Platform](https://www.nads-sc.uiowa.edu/dscna/2001/Papers/Papelis%20_%20Generation%20of%20Real-Time%20Synthetic%20Environment....pdf)