# Bradley Bossard

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Software engineer and [former Googler](http://google.about.com/od/wx/g/xooglers.htm) with 10+ years experience and an emphasis on frontend web development.

## Portfolio

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

## Experience

**Senior Software Engineer -** [**VenueNext**](http://www.venuenext.com/) **- *2016 - Present***

VenueNext is a venture-funded startup building a platform for mobile and integrating all the services of a venue (ticketing, food & beverage ordering, loyalty, etc) in a single user experience. As a senior engineer on this remote team, my duties include

* Mobile development on both iOS and Android.
* Driving platform development, including API specification, UI design of platform features, and cross-platform feature implementation.

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

Aniden is an interactive agency, where I was the lead developer on several frontend web projects utilizing Javascript, and Javascript frameworks and libraries.

* [Yahoo Doodle](http://aniden.com/project/yahoo_logo) - Image spriting / loading / anmiation. Python was used for image pre-processing, pure Javascript for loading and animating the sprite.
* [Race For The Stars](http://aniden.com/project/race_for_the_stars) - Virtual reality game and web-based scoreboard. Technologies used included Unity / Javascript / Angular / Mongo / Express / Node JS.
* [Finish Drawing](http://finishdrawing.com) - Web app for drawing and navigating drawing gallery. Developed for [Wacom Inkation](http://devpost.com/software/finishdrawing-com) hackathon and placed 3rd. Built using Javascript / Angular/ Mongo / Node JS and Wacom WILL library.
* [History Of Baker Hughes](http://aniden.com/project/bh_timeline) - Interactive tabletop timeline. Built using Javascript / jQuery / HTML5 canvas as a Chrome App.
* [HP Discover Mobility Experience](http://aniden.com/project/mobility_touch_experience) - Trade show piece. Built with Javascript / Angular as a Chrome App.
* [Cliphoarder](http://cliphoarder.com/) - Internal product, cloud-based clipboard tool. Technologies include Javascript / WinJS / Java Android / Dropbox and Skydrive APIs.
* *Android Kiosk Apps* - Over 20 native Android apps (Java) for HP/Dell devices for retail applications.
* *MPM* - Corporate project management webapp for visualizing project timelines. PHP / MySQL backend, Javascript / jQuery / jQuery UI frontend.
* *Digital Signage* - Multiple 120" touchwall kiosk projects. Technologies used included Flash / Javascript / Angular / HTML5 canvas.

Experience cont. ———-

**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](http://www.google.com/earth/explore/showcase/3dbuildings.html) - Automated creation of 3D buildings using LIDAR and aerial imagery. Written in C++.
* [Google Builing Maker](http://www.google.com/earth/learn/3dbuildings.html) - Image processing pipeline and server for serving aerial imagery. Written in C++.
* *Wapner* - Django-based internal tool for scoring 3D content. [Patent](http://www.google.com/patents/US20150143301) issued for work on this project. Implemented with Django and Javascript.
* [Google Street View](https://www.google.com/maps/streetview/) - Javascript / Flash code for Google Street View and Google Maps. Particular tasks included refactoring embed codebase, and rendering code for 3D overlays in driving directions.
* [Speciality Pegmen](https://www.google.co.in/intl/en/help/maps/streetview/learn/pegman.html) - 20% Project. Created 3D modeling and sprite generation pipeline for authoring over 20 Street View “speciality Pegman”. Technologies involved Python / ImageMagick for image processing and C++ / Javascript additions to Google Maps code base for defining launch regions.
* [Google Doodle Gallery](https://www.google.com/doodles)
* [Google Doodles](https://www.google.com/doodles) - First Google employee to hold title “Doodle Engineer”. Authored and launched Google Doodles using raw Javascript / HTML / CSS for optimal code. Particular Google 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)

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

Urban Scan was a small start-up focused on developing automated 3D modeling techniques for urban environments. Acquired by Google.

* Writing C++ code for real-time acquisition sensor platform composed of cameras, GPS, and laser scanners.
* Design and manufacture custom cabling / PCBs / power components.
* Evaluation, research and purchasing of all hardware used by the company.
* Point of contact for DARPA project integrators, including calls, travel to Washington D.C. and on-site integration.

## Side Projects

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

Cloud-based dental EMR (electronic medical records) webapp. Built using Python Django REST framework / POSTGres / Angular / Gulp. Hosted on AWS.

* Architected design and evaluated technology based on requirements.
* Refined wireframes.
* Interviewed and hired additional team members.
* Agile project management and sprint planning.
* Led SCRUMM meetings.

## 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

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

## Publications

[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)