Bradley Evans

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Profile

Hardworking and dedicated software engineer with a teachable mindset, adept at adapting to new technologies. Committed to delivering quality solutions and thriving in collaborative environments.

Experience

PROGRAMMING INTERN | POINT OF LIGHT STUDIOS | SEPTEMBER 2023 - PRESENT

- Before being brought on for an hourly position I was on the team as a contracted member for about six months.
- · Assisted in implementing Protocol Buffers, increasing serialization efficiency in the system by about five times. This especially gave us a lot of headroom in the caching layer.
- Created a feature that gives the design team access to thousands of new lighting fixtures not yet
 integrated into the company's workflow. The interface, reminiscent of Google Images visually,
 significantly streamlines the search for in-stock and production-ready fixtures, addressing a major
 bottleneck in the company's design process.
- Integrated the front end for a preexisting system that allows for the users to manage the company's extensive project documentation, existing lighting fixtures and more internal company information.
- · Migrated the portal platform from Blazor to React Typescript.

Personal Projects

PRACTICE TRACKING APP - HTTPS://BUGTRACKER-FLAX.VERCEL.APP/

This is a simple bug tracking app. It is meant to mock a system where you would submit bugs/issues on a project level.

PRACTICE TRACKING APP - HTTPS://GRAY-SKY-09E31DD10.3.AZURESTATICAPPS.NET/

Developed an application using Blazor, Azure Cosmos DB, and a .NET Web API to facilitate real-time monitoring of students' practice sessions and focus points. This project enhanced my skills in controlling data flow and managing state within Blazor. As a drum teacher, the app provided valuable insights into students' practicing habits.

Education

BACHELOR OF BUSINESS ADMINISTRATION | 2022 | SOUTHEASTERN UNIVERSITY

Skills

C# | .NET | Azure | Git | HTML/CSS | Blazor | JavaScript | Typescript | React | C++ (Entry level knowledge)