

BRADLEY HEWITT

Software Engineering graduate with background in full-stack design and test-driven development. Quick learner with team communication skills and leadership experience delivering projects in fast-paced environments.

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EXPERIENCE

Cal Poly Computer Science and Software Engineering

March 2023 — June 2023

Web Development Intern

- Worked with a team on a React page for scanning QR codes to retrieve chatbot context, with the purpose of generating unique context-aware conversations about real-world objects.
- Contributed to data schema for messages between the Express.js backend and the Large Language Model, and wrote unit tests to validate response shapes.
- Independently created chat window components for image, video, and document formats, and styled them with Tailwind CSS.

Perch Sensing Inc.

September 2022 — June 2023

Web Application Engineer

- Lead a team in implementing role-based access control in Next.js wildfire sensor dashboard; complete with dynamic rerouting and conditional user-interface component renders.
- Helped transition page layouts to Next.js 13's server-side rendering, **decreasing browser load times by 20%** while still maintaining reactivity in content.
- Individually engineered live data displays white-labeled with tenant colors and branding.
- Designed search query builder for requesting information from field-deployed wildfire sensors.

The Financial Services Network

June 2018 — September 2018

Administrative Assistant

- Assisted the chief engineer on a financial management web platform and Python application.

EDUCATION

California Polytechnic State University, San Luis Obispo

June 2023

Bachelor of Science Degree — *Software Engineering*

PROJECTS

Delightful — Java

Summer 2022 — Present

- Minecraft modification for extending the ecosystem with a more cohesive and functional meal selection. As sole developer, I have grown it to achieve over **thirteen million downloads**.

Sports Web Dashboard — React, Express.js

Winter 2021 — Spring 2022

- Developed in a team of four, a customizable sports dashboard providing live game data, news, and discussion posts pertaining to user-subscribed leagues and teams.
- As front-end lead, created dynamically themed components and a modern SASS stylesheet.
- Built an article retrieval API in the backend, which aggregated content links from various news and social media sources for display on the dashboard.

Parser and Interpreter — Typed Racket

Spring 2022

- Fast and fully capable language parser and interpreter adhering to a simple specification.
- In a team of three, implemented primitive number, boolean, character, and string data types with mathematical operators and nestable functions.

SKILLS

Languages: JavaScript, TypeScript, Python, Java, C/C++

Web: React, Next.js, Node.js, Express.js, HTML, CSS

Databases: SQL, MongoDB

Tools: Git, Docker, Jest, AWS