Bradley Szoke Jr.

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Education

University of Illinois Springfield   Springfield, Illinois
BS Computer Science *GPA: 3.92*   May 2022 (Expected)

Work Experience

Whatboard
Software Engineer   June 2021 - Present

- Built dynamic applications with TypeScript, React, HTML, and CSS
- Collaborated with development team through GitHub and Slack
- Designed modern interfaces using Figma and Photoshop
- Created assets necessary for and completed Chrome Store submission process

Independent Contractor
Software Engineer   May 2018 - March 2022

- Completed projects for 7 clients with a 4.7/5 star average rating on Upwork
- Accomplished assigned tasks using TypeScript, C#, Python, AWS, Node.js, React, and MongoDB
- Simultaneously worked with multiple managers, deadlines, and projects
- Projects include a custom Shopify app using JavaScript, Next.js, and Node.js; automation using Python; and front-end development with React

Self-Employed
Amazon Marketplace Seller   August 2015 - January 2018

- Managed Amazon-based e-commerce store exceeding $5,000 in revenue per month
- Created and optimized profitable PPC marketing campaigns with 4.5 million impressions
- Developed content marketing websites generating over 1 million page views

Projects

Commercial Virtual Reality Application *Unity 3D, C#*
Developed a virtual reality game using the Unity 3D engine. Optimized performance to achieve a stable 60 frames per second on the Oculus Go. Coordinated with Facebook-owned Oculus for logistics of launching the game. Released publicly to a positive reception. The game has a 4/5 average rating with over 100 reviews.

Open Source Personal Blog *TypeScript, React, Next.js*
Built an open-source, search engine friendly, performant personal website and blog using TypeScript, Next.js, and MDX. CI/CD and version control handled through GitHub, allowing quick, simple deployments.

Skills

Programming Languages:	JavaScript, TypeScript, Python, C#, Java
Software/Frameworks:	React, Node.js, Next.js, Unity 3D, GitHub, AWS, Figma

Relevant Coursework

- Computer Programming Concepts I & II
- Data Structures & Algorithms
- Programming Languages
- Dot Net Programming
- Discrete Structures