Braeden Smith

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EDUCATION

University of Illinois at Urbana-Champaign - Computer Engineering **- GPA 3.45** | May 2022

> - **Relevant Coursework:** Computer Systems Programming & Data Structures and Algorithms

EXPERIENCE

Castle - Software Engineering Intern **- San Francisco, CA** | Summer 2019

> - Developed a full stack web app and a sophisticated Node.js serverless function which integrated to create a scalable credential stuffing attack demo
>   - Used in live demos to solidify $200,000+ in sales
> - Created several Ruby tools which interfaced with sales APIs to collate data and verify accuracy of leads in order to effectively target potential customers
>   - Refactored/rewrote a large existing codebase, condensing thousands of lines of code
>   - Parallelized and increased speed by >50x for web scraping task involving ~10,000 sites
> - Contributed to an Angular project for product demos, which displayed Castle's functionality including API calls, a simulated browser flow, email view, and device switcher in a single page application

CAST Software - Software Engineering Intern **- New York City, NY** | Summer 2018

> - Developed a Jenkins plugin in Java to run after successful CI/CD which served to easily integrate CAST's static code analysis and result upload in the build process
> - Programmatically added 1500+ library/framework identifiers and associated information for Python, PHP, C#/.NET and Java, so CAST Highlight could recognize many popular libraries
> - Introduced dozens of "Cloud Readiness" patterns for Python and PHP in CAST Highlight

Zenabi Data - Software Engineering Intern **- Westport, CT** | Spring 2018

> - Worked heavily in Python using web scraping and various APIs to amass datasets for ML and NLP
> - Used Markov chains and TensorFlow to create simple text generating models

SKILLS

Languages - JavaScript/TypeScript, Python, Ruby, Java, Bash, C and HTML5+CSS3+SASS

Frameworks/Libraries - Express.js, Angular, Socket.io, Puppeteer, Selenium, jQuery

Technologies - Node.js, Linux, Git, Github, Heroku, AWS, and Google Cloud Platform

PROJECTS

WebPixelMap - Take an arbitrary video and display it across phones in stadiums & concerts -- using each connected device as a single pixel in mapped playback. (Python, Node.js, Socket.io, FFMPEG)

Fast-img - Website and additional Chrome extension, that leans on fast data center internet to dramatically increase image access speed, by serving scaled images based on URL (Express.js, Sharp, Heroku)

Poker-stream - Reads RFID poker cards in real-time for use in live streaming -- reading serial port stream + a web server that displays card values on HTML canvas for stream overlay (Express.js, Socket.io, C)