

# Braxton Hall

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## CAREER

Sep 2020–  
Present

### Lead Graduate Teaching Assistant / THE UNIVERSITY OF BRITISH COLUMBIA (VANCOUVER)

• Department of Computer Science

- Presented lectures on the technical components of UBC's Introduction to Software Engineering
- Maintained the automated student assessment system's micro-services
- Collaborated on the redesign of the Software Engineering term project
- Led a team of teaching assistants through regular meetings, task assignment and support

Jan 2020–  
Aug 2020

### Software Developer / LIVELY APPS (REMOTE)

• Java, TypeScript, AWS

- Built a video recording and embedding tool for Confluence, which won second place at Atlassian's Codegeist 2021 hackathon
- Wrote marketing material and blog posts promoting product releases

May 2019–  
May 2020

### Undergraduate Academic Assistant / THE UNIVERSITY OF BRITISH COLUMBIA (VANCOUVER)

• TypeScript, Docker, Java, Spring

- Co-authored the CodeShovel research paper published in SIGSE 2021
- Designed and implemented an online API using Java and the Spring Framework
- Built web services and tools using Docker to assist in lab research and project distribution

Jan 2019–  
Apr 2019

### Software Development Intern / RITHMIK SOLUTIONS LTD. (REMOTE)

• Python, InfluxData, Grafana, Keras, TensorFlow, GCP

- Applied Recurrent Neural Networks to mining data to predict machine faults in mining equipment
- Assisted in the design, development and testing of customer solutions and Grafana integrations in Python

Jan 2018–  
May 2020

### Undergraduate Teaching Assistant / THE UNIVERSITY OF BRITISH COLUMBIA (VANCOUVER)

• C, TypeScript, JavaScript

- Taught in both the Introduction to Software Engineering and Introduction to Computer Systems courses
- Created supplementary course material to solidify understanding of I/O, C, assembly and asynchronous programming

## PROJECTS

Oct 2020–  
Dec 2020

### NthPass

• TypeScript, Racket, React.js, Express

- A tool for visualizing the implicit graph of a multi-pass compiler
- Designed the RESTful API and React frontend of the tool

Sep 2019–  
Dec 2019

### Surface

• C++, OpenGL

- A platforming video game
- Built the particle, collision and state transition systems of the game engine

Aug 2019–  
Nov 2019

### CodeShovel

• Java, Python, TypeScript, Ruby, Spring

- A version control analysis tool
- Extended CodeShovel to analyze code in Python, TypeScript and Ruby

## EDUCATION

### • M.Sc. in Computer Science

THE UNIVERSITY OF BRITISH COLUMBIA  
May 2022

### • B.A. in Computer Science

THE UNIVERSITY OF BRITISH COLUMBIA  
May 2020

## AWARDS

- Academic Award of Excellence 2020
- Undergraduate Teaching Award 2019
- Dean's List 2018