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

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| --- | --- |
| 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