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Brendan M. Muldowney

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Current Address
309 Jackson St.
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Objective

To obtain a full-time position in software development that will provide interesting challenges and allow me to further build upon my current skillset.

Education

Virginia Polytechnic Institute and State University Spring 2020
Bachelor of Science: Computer Engineering
GPA: 3.66/4.0 Magna Cum Laude

Experience

Summer Intern: Optum Technology Development Program
Boston, MA Summer 2019
- Front end developer on a design team building with ReactJS
- Improved a waitlist system used to schedule hospital behavioral appointments
- Created a system that pulled medical data from electronic health records, provided data validation, and ran an algorithm to recommend possible therapists for patients to reduce wait time

Raleigh, NC Summer 2018
- Full stack developer with an intern team tasked to design a practitioner facing UI with a graph database backend
- Created parameters to organize the database and methods to query mock data in JSON formatting
- Helped organize the best setup of fields within the database that made querying simpler and the data illustrate trends about the population
- Determined and implemented useful API calls to understand simple trends in data

Mentor: CEED Mentoring Program
Blacksburg, VA Fall 2017
- Guided freshman engineering students through their first semester in college
- Conducted meetings focusing on communication and coordinated team schedules

Skills

C++	C	Neo4j	Agile	UNIX
ReactJs	Python	Qt	LTspice	Git

Projects

BOTLER: Fall 2019
- Tasked to control a three wheeled rover as part of a retrieval embedded system
- Created server to receive pixy cam and ultrasonic sensor data for rover to orient itself within a game field. The rover would process this data and make automated decisions
- Used external sensors, multithreading, and thread-safe queues to navigate

dmeExchange: Summer 2019
- Created a concept for a marketplace that allowed practitioners to recommend vendors of durable medical equipment for patients in need
- Showed how the patient's coverage plan could help them pay for specific equipment

Berkley Artificial Intelligence Pacman: Spring 2019
- Completed a series of artificial intelligence projects that would implement AI concepts within Pacman

Plotscript: Fall 2018
- Created a terminal and GUI based application that implemented a LISP language
- Implemented the capability to do algebra, lambda functions, and graphing

RAD: Summer 2018
- Created a survey to help expedite the triage system in natural disasters
- Created a series of questions to determine their level of need and placement in a priority queue

Relevant Coursework

Data Structures and Algorithms	Machine Learning
Applied Software Design	Computer Organization and Architecture
Microcontroller Interfacing	Introduction to UNIX
Artificial Intelligence and Engineering Applications	Embedded Systems Design
Intro to Control Systems	Network Application Design

Achievements

Dean's List with Distinction: Fall 2016, Spring 2018, Fall 2018, Spring 2019
Zora M. & Gilmer A. Warfield Memorial Scholarship