

Bret Abel

Software Engineer | bret.abel@pm.me | bret-abel.github.io

Objective

I want to do work that sparks joy in people’s lives in a place that enables me to continuously refine my craft as a programmer. Whether that means making other developers’ lives easier in a supporting role, working directly on products for customers, or some combination thereof, the main thing for me is that the organization I work for is mindful of its impact on the world.

Skills & Abilities

Coding (C/C++/C#, Java, Python, SQL, JS), databases (MySQL), algorithms and data structures, distributed systems, debugging/unit testing, physics knowledge (vectors, forces, electricity, etc), graphics rendering (OpenGL), Japanese fluency, CS teaching experience, writing legible documentation, development tools and processes (Git, Linux terminal, AWS/Azure, Waterfall and Agile, etc.), Unity 2D/3D

Experience

Associate Engineer — InfoSys Oct 2020 — Present

I currently do ETL infrastructure work, ensuring that servers stay up to date and developers have what they need to perform their tasks on time by responding to help desk tickets.

Certifications: Java, Hadoop, Spark, and Ab Initio

Instructor / Private Tutor — iD Tech Camps June 2018 — Oct 2020

I prepared lesson plans / tutorials and taught them to solo and group lessons about coding and game design. Games I made this way were mostly 2D retro-style arcade games like Snake, Tetris, Space Invaders, etc.

Aug 2019 - March 2020

Tutor — University of Puget Sound Math and CS Department

I tutored fellow undergrad students in 1-on-1 or small group settings to help them perform at their best in whatever courses they were taking.

Education

University of Puget Sound, Tacoma WA — BS in Comp. Sci. and Japanese Aug 2016 — May 2020

While at UPS I had the privilege of spending a semester at Kanda University of International Studies in Chiba, Japan where I was part of student council and organized events.