BRUCE BLAKE

571-393-5615 | Portfolio | bruceiiiblake@gmail.com

Relevant Links: LinkedIn | GitHub | Portfolio

EDUCATION

Virginia Tech Blacksburg, VA B.S Computer Engineering | Minor in Computer Science | In Major GPA: 3.85

WORK EXPERIENCE

Google, Inc. - | Java | Angular | TypeScript | Proto |

May 2025 - August 2025

Associate Software Development Intern

Mountain View, CA

• Incoming 2025 Associate Software Development Intern on the **Play Books** team

Red Bar Sushi - | Python | FastAPI | PostgreSQL |

September 2024 - February 2025

Freelance Software Engineer

- Architected and developed a full-stack AI-driven voice ordering system, integrating Open AI's Realtime API for NLP and Twilio ConversationRelay for real-time voice processing serving 600+ users and \$15,000+ in revenue
- Built a multi-agent orchestration system using a FSM to manage complex conversational flows using OpenAI Agents SDK
- Designed and implemented FastAPI backend services utilizing PostgreSQL for persistent storage and Redis for caching
- Utilized Celery for asynchronous background task processing, such as order processing and notifications

August 2024 - November 2024 ScaleAI - | Swift |

AI Trainer - Coder

- Tasked with training LLM's to use various tools accurately and giving written as well as coding examples and explanations
- Analyzed Swift code snippets generated by LLM's to ensure accuracy with a user's prompt and update code accordingly

Google, Inc. - | Java | TypeScript | Angular | Proto |

May 2024 - August 2024

STEP Intern

Sunnyvale, CA

- Created an ML-powered recommendation feature for Buganizer, for issue similarity based on titles and existing hotlist data.
- Streamlined issue management on Google's internal company-wide issue tracker (Buganizer), a system supporting workflows for over **2.5 million** monthly active users.
- Developed the system using Java with Apps Framework, and TypeScript with Angular, including a queue messenger.
- Authored design & implementation documentation, and successfully launched the feature internally within 12 weeks

Caught Up App Store Website - | Flutter | Dart

November 2023 - March 2024

Cofounder / CTO

Mclean, Virginia

- Co-Founded a social media app startup for creating and managing events created by either existing, or new friends
- Collaboratively developed with teammates, creating features like a Shared Calendar, Create/Join Events, and messaging

TEAMS & ACCOMPLISHMENTS

September 2024 Hackathon Winner - "Memegen" Winning Post - | React | Express | Firebase | TypeScript | Winner among 670+ participants at VTHacks 12th annual Hackathon (Successfully delivered within 36 hours)

Created full CRUD operations, a responsive UI with 20+ templates and backend using Express & Firebase

The Diggeridoos At Virginia Tech Diggeridoos - | React | Express | JavaScript | August 2023 - April 2024 1st team in North America to dig at Elon Musk's "Not-A-Boring-Competition" (12 of 400+)

Developed **core control logic** using a FSM & a GUI with dead reckoning navigation for real-time positioning & data logging.

TECHNICAL PROJECTS

3D Physics Engine & FPS Multiplayer Game - | C++ | OpenGL | SDL | ImGui | Docker |

- Created a 3D Physics & Game Engine as well as a game featuring role-based gameplay with scoring and leaderboards
- Integrated ENet for low-latency multiplayer networking and dynamic asset loading with Assimp and stb image

Full Stack iOS Social Media App Demo GitHub - | Swift | SwiftUI | Firebase |

- Features include authentication, friend management, groups, calendars, galleries, events, posts, pagination, location
- Organized codebase with 20K+ lines of code using MVVM architecture pattern

SKILLS

Programming Languages: Java | Swift | C# | C++ | Typescript | Javascript | HTML | CSS | Dart | Python | Proto

Frameworks: SwiftUI | React | Flutter | Angular | Flask | FastAPI

Technologies: Node.js | Firebase | Git | Docker | Arduino | Linux | Express | AWS