

Bryan Hitchcock

✉ bryanhitc@gmail.com • in bryan-hitchcock • 🌐 BryanHitchcock

Education

Michigan State University

Aug 2016 - May 2020

Computer Science, B.S. | GPA: 3.78/4.00 | Major GPA: 3.92/4.00

Honors: Engineering College Dean's List every semester

Course Electives: Biometrics and Pattern Recognition, Operating Systems, Distributed Computing (HPC), Computer Networks, Algorithm Engineering, Compilers and Interpreters, Databases, and Advanced C++ (**6 students invited**).

Experience

Microsoft: Software Engineer

Jul 2020 - **Present**

- Cloud & AI.

Michigan State University: Compilers Teaching Assistant

Aug 2019 - Dec 2019

- Helped ~150 students design and implement their compilers in **Python** that stage through lexical, syntactic, and semantic analysis, intermediate language generation, optimization, and target code generation.
- Taught relevant CS theory: finite & pushdown automata, context-free grammar, regex, abstract syntax trees.

BS&A Software: Software Engineer, Intern

May 2019 - Aug 2019

- Developed an internal **TypeScript** Angular web app used by all ~180 employees to facilitate real-time collaboration, saving ~\$4,000/month in Trello costs.
- Implemented the back end RESTful API and web socket infrastructure using **C#** ASP.NET Core.
- Architected maintainable service and domain layers to abstract away business logic and data persistence.
- Created robust integration testing infrastructure, resulting in ~95% code coverage.

Projects

Course Sniper

Apr 2019 - May 2019

- Created a **C#** WPF desktop application and an IoT CLI tool that automatically enrolls in planned courses whenever there's an available spot.
- Deployed IoT application targeting Michigan State University's scheduling system on a Raspberry Pi 3 B+.
- Enrolled in 4 "full" courses, potentially saving thousands of dollars in tuition costs.

SQLite Database

Jan 2019 - May 2019

- Created a SQLite-like database using **Python** that lexes, parses, and interprets SQL.
- Implemented joins, transactions, concurrency control, custom aggregate functions, collations, views, etc.

LOLCode Compiler

Aug 2018 - Dec 2018

- Developed a compiler using **Python** for a language named LOLCode.
- Stages through lexical, syntactic, and semantic analysis, intermediate language generation, optimization, and target code generation.

Skills

- **Languages:** Python, C#, JavaScript/TypeScript, C/C++, Java, SQL, *Rust**
- **Libraries & Frameworks:** OpenMP, MPI, Angular, Vue, Node.js + Express.js, NestJS, GraphQL, TypeORM, RxJS, Flask, ASP.NET Core, SignalR, Entity Framework Core
- **Other:** Git, SOLID, Agile/Scrum, Linux/Unix, pytest, xUnit, Jest, Azure, Azure DevOps, Amazon Web Services