Bryan Plant

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Education

Montana State University, Bozeman, Montana
- B.S. Computer Science, Expected Graduation - May 2019
- GPA - 3.95 / 4.00
- Dean's List 2015 - 2018

Relevant Coursework

- Data Structures I, II
- Software Engineering
- Programming with Java/C
- Multidisciplinary Engineering
- Discrete Structures
- Machine Learning
- Artificial Intelligence
- Simulation
- Databases
- Web Design

Experience

Software Engineering Intern
Workiva - Bozeman, MT (May 2018 - Present)
- Develop scalable backend code to translate large amounts of information between data models in Wdesk, Workiva's cloud-based financial software, using the agile development process.
- Improve performance by correcting errors, developing new features and writing tests in Python and Java.
- Improve team productivity by quickly providing feedback through code reviews and QA.
- Placed fourth in an intern competition to propose a new SaaS product and create a business proposal.

Teaching Assistant
Montana State University (August 2017 - Present)
- TA for Joy and Beauty of Data (Python), Programming with C, and Web Design.
- Ensure students understand fundamental Computer Science concepts and are able to apply them to solve problems by reinforcing class lessons and answering questions.

Technical Skills

Languages: Proficient in Java, Python, Dart, HTML/CSS. Familiar with Flutter, C, Go.

Other: Git, Docker, Mac OS, Windows, Agile Methodology

Projects

bryanplant.com: Personal website created with HTML, CSS and Dart. Features a simulation in which rockets use a genetic algorithm to hit a target.

flutter_rc: An android app created with a Flutter GUI which invokes Java methods to communicate with an Arduino via bluetooth. It precisely controlled an RC tank over a complex obstacle course.

Github: My school and personal projects can be found at my github: github.com/bryanplant