Brian Schwind

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Experience

2015 – Present

Software Engineer, Givery Inc.
- Implemented a full application backend which included an HTTP API, chat server, image uploading/resizing service, video converting pipeline, and mobile push notification support
- Designed and delivered a full deployment pipeline and server infrastructure, going from source code to live running apps in an auto-scaled and monitored environment
- Created a docker-compose based development environment for easy and consistent development
- Wrote a custom WebSocket server in Go to run arbitrary user code for our programmer evaluation service
- Created and currently maintain all infrastructure related to the previously mentioned service

2013 – 2015

Software Engineer, Benefitfocus
- Wrote a flat file parser to parse delimited, fixed-length, and multi-record file formats into XML
- Frequent contributions and bugfixes to a web app of over 4.5 million lines of Java code

2010 – 2011

Technology Intern, M33 Integrated Solutions
- Maintained M33's automated testing suite using Cucumber and WebDriver in a Ruby environment
- Developed strong Linux, Ruby, HTML, and JavaScript skills

Education

2009 - 2012

Furman University
- Bachelor of Science, Computer Science - Mathematics
- Major GPA: 3.70

Personal Projects

A/C Remote Control
- A device to allow people to turn on their heat or cooling remotely to make their home comfortable before returning
- Designed and hand assembled a PCB which can read temperature/pressure/humidity/ambient light, send and receive infrared signals, and communicate over BLE and WiFi
- Selected each component of the device to optimize for price, availability, footprint size, and driver implementation complexity
- Implemented and open-sourced a driver in C to interface with a light sensor I chose
- Read the data sheet for each component and designed PCB footprints and connection circuits based on manufacturer recommendations
- Wrote C firmware to control the device, including WiFi initialization over a secure BLE channel, over-the-air firmware updates, MQTT communication, and mimicking of a remote control
- Currently implementing a mobile app for iOS and Android using the Flutter framework

GFK
- A cross-platform, C++ game framework to author networked 3D games on Mac, Linux, Windows, Android, and iOS

Yoga-rs
- Rust bindings to Facebook's Yoga library, a Flexbox layout engine

Sumie
- A small HTML5 Canvas app for making simple ink paintings

Skills and Technologies

Languages
- Rust, Go, C, Java, C#, Scala, JavaScript, Clojure(Script), SQL, HTML, CSS

Tools
- Git, Docker, shell scripting, Terraform, Packer, Ansible, GraphViz, KiCad, GIMP, various CI servers, Wireshark

Currently Learning
- Electronics and Hardware

Japanese

- I'm at a basic conversational level, better at listening than speaking. I can read fairly well and get the gist of what is being said.