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Website: briannem.com

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Education

Northeastern University | Boston, MA

Anticipated: Sep 2020 – May 2021

Master of Science in Computer Science

Cumulative GPA: **4.00/4.00**

Graduate Courses (taken during undergraduate semesters):

◇ Algorithms

◇ Principles of Programming Languages

Northeastern University | Boston, MA

Sep 2017 – May 2020

Bachelor of Science in Computer Science

Cumulative GPA: **3.95/4.00**

Minor in Mathematics

Dean's List ◇ Honors College

Computer Sciences Courses:

◇ Artificial Intelligence

◇ Networks and Distributed Systems

◇ Computer Systems

◇ Object-Oriented Design

◇ Embedded Design and Enabling Robotics

◇ Logic and Computation

Skills

Primary Languages:

Java ◇ Python

Familiar Languages:

C ◇ Go ◇ C++ ◇ JavaScript ◇ Kotlin ◇ Ruby ◇ Racket

Other:

Telegraf ◇ MBeans ◇ React ◇ GraphQL ◇ Chef ◇ Redis ◇ Scrum

Experience

Intuit ◇ Mountain View, CA

May 2019– Dec 2019

Software Development Co-Op

- ◇ Designed Telegraf plugins in Go to integrate with a Redis cache
- ◇ Integrated MBeans with existing industry codebases using Java
- ◇ Took project to production following CI/CD process by using Jenkins and writing a Chef cookbook in Ruby
- ◇ Worked on Kotlin API that connects with DynamoDB to collect data from Slack and display it on a filterable dashboard

Northeastern University ◇ Boston, MA

September 2018– April 2019

Tutor for Introduction to Computer Science

- ◇ Explained and illustrated concepts of Computer Science
- ◇ Found bugs in and provided feedback on code design and implementation

Projects

Voronoi Tessellations | Implemented Fortune's Algorithm in Java to partition points.

FUSE Filesystem | Developed ext2 filesystem in C using FUSE interface

FreeCell AI | Experimented with and implemented various searches and heuristics in Python to create an AI to play FreeCell solitaire.

Gallery Web App | Designed and developed database-connected React web app for displaying and storing rich text and images in custom layouts