

GRACE BRAMLEY-SIMMONS

Software Engineer

@ grace_bramley-simmons@brown.edu ☎ (207) 747-9199 🌐 gracebramleysimmons.com
in linkedin.com/in/grace-bramley-simmons 🐙 github.com/gbramleysimmons

EDUCATION

Brown University

Bachelor's of Science in Computer Science

📅 Sept. 2017 – May 2021 📍 Providence, RI

- GPA: 3.8, Department GPA: 4.0
- **Relevant Coursework:** Intro to Data Structures and Algorithms, Intro to Software Engineering, Machine Learning, Creating Modern Web Apps, Programming Languages, Computer Vision.

EXPERIENCE

Firefox Android Platform Engineering Intern

Mozilla

📅 June 2020 – August 2020 📍 Remote

- Worked on a team focused on the GeckoView API, Firefox's WebView alternative for Android.
- Developed support for the menus API in GeckoView, which would allow web extensions to add elements to the context menu shown by Android applications.
- Worked primarily in the Java and Javascript sections of the API, focusing on communication between different parts of the software.

Undergraduate Teaching Assistant

Brown Dept. of Computer Science

📅 Sept. 2018 – May 2020 📍 Providence, RI

- Served as a teaching assistant for Intro to Object Oriented Programming (Fall 2018), Intro to Computer Systems (Fall 2019), and Intro to Software Engineering (Spring 2020).
- Graded student work written in Java, C and x86 Assembly.
- Held one-on-one hours with students, including helping debug student work, and led lab sections on a variety of topics.

Software Engineering Intern

CashStar

📅 June 2019 – August 2019 📍 Portland, ME

- Worked as part of a consumer-focused full-stack scrum team.
- Completed user stories and bug fixes using Django, React (with Redux), and LESS, including user interface improvements for CashStar's consumer interface.
- Used git and Atlassian tools to manage team communication and version control.

SKILLS

Languages: Java, Python, Javascript, C, HTML/CSS, SQL, Kotlin

Frameworks: Django, Flask, React.js, React Native, Node.js, Vue.js, Redux, LESS, SASS

Tools: Git, Adobe XD, Adobe Illustrator

PROJECTS

Thavalon

www.thavalon.com

- Implemented a responsive, mobile-friendly React frontend for a custom version of the board game Avalon.
- Helped to integrate the frontend with a Kotlin backend using Ktor, using both REST endpoints and websockets.

Dataverse

www.dataverse.fun

- Worked as part of a four-person team for Intro to Software Engineering to develop an open-world game to teach middle schoolers the fundamentals of data structures.
- Developed critical application features in React and Java with Spark, including player movement, player customization, and some multi-player functionality.
- Was responsible for application deployment using Heroku.

Bridge Hand Evaluator

- Worked as part of three-person team for Computer Vision to develop a mobile application that used a YOLO object detection strategy to identify cards in a 13 card bridge hand. The application would then identify the correct opening bridge bid and communicate that to the user.

- Used Flask and React Native to develop a cohesive user experience.

Autocorrect

- For Intro to Software Engineering, wrote an application in Java that would provide suggestions for user input based on edit distance, autocompletion, and whitespace corrections, based on a user-selected corpus.
- Implemented a command-line interface for this program, and wrote a dynamic frontend using jQuery and Freemarker templating.