

# GRACE BRAMLEY-SIMMONS

## Software Engineering Student

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## EDUCATION

Brown University

### Bachelor's of Science in Computer Science

📅 Sept. 2017 – May 2021    📍 Providence, RI

- GPA: 3.7, Major GPA: 4.0
- **Relevant Coursework:** Intro to Data Structures and Algorithms, Intro to Software Engineering, Discrete Structures & Probability, Creating Modern Web Apps

## EXPERIENCE

Undergraduate Teaching Assistant

### Brown Dept. of Computer Science

📅 Sept. 2018 – Present    📍 Providence, RI

- Serve as a teaching assistant for Intro to Object Oriented Programming (Fall 2018) and Intro to Computer Systems (Fall 2019)
- Grade student work written in Java, C and x86 Assembly.
- Hold one-on-one hours with students, including helping debug student work, and lead 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.

## LEADERSHIP

Director of Technology, Crisis Manager, Chair

### Brown Model UN

📅 Sept 2017 – Present    📍 Providence, RI

- Help run committees on a variety of topics for Brown's high school and college conferences.
- Redesign and reimplement browncrisis.org as Director of Technology for the Brown University Crisis Simulation

President

### Brown Bridge Society

📅 Sept 2018 – Present    📍 Providence, RI

## SKILLS

**Languages:** Java, Python, JavaScript(ES6), Swift, C, HTML/CSS, SQL, Kotlin

**Frameworks:** Django, React.js, 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 mod of the board game Avalon. An iOS app in Swift is currently under development.
- 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.

### Climate Tweet Tracker

- Worked as part of a three-person team for Modern Web Apps to develop an app for the Brown Climate Development Lab to analyze and store data about climate-related tweets.
- Implemented a backend for this application in Node.js, using MySQL to store data.

### 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.