

# Jeffrey Bringolf

Montreal, QC

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🐙 <https://github.com/jeffbrin>

## EDUCATION

**Concordia University**, Montreal, QC

*Bachelor of Computer Science in Computer Science*

NDT Technologies Inc. Scholarship for Engineering and Computer Science

Gina Cody School Entrance Award

Sep 2023 — Expected: May 2026

Expected CGPA 4.3/4.3

**John Abbott College**, Montreal, QC

*DEC in Computer Science Technology*

Academic Excellence Award for the highest overall average in the Computer Science program.

Sep 2020 — May 2023

GPA: 4.0/4.0

Credit standing: Dean's List

## EXPERIENCE

**General Electric**

*Software Developer*

Remote

Jun 2021 - Present

- Optimized the memory usage and speed of the in-house Snappy module for data pulls by 86% and 42% respectively.
- Streamlined renewable energy forecasting by replacing VBA functionality with two new Python scripts which forecast the construction of renewable generators up to 2050 based on state-level renewable energy targets.
- Improved the security of the Snappy (in-house module) server by adding authentication through Active Directory using LDAP.
- Improved energy engineers' efficiency by developing 10 scripts which automate report generation which was previously done manually.

**John Abbott College**

*Programming Student-Teacher*

Montreal, QC

Sep 2022 - Nov 2022

- Taught basic programming concepts to 20 CEGEP students in a non-accredited after-school course by developing Pong from scratch in Vanilla JavaScript.
- Developed courses and slides weekly all while balancing a heavy course load and other work commitments.
- Clearly explained programming concepts to students who have never been introduced to the field.
- Inspired several students to pursue programming or computer science after taking the course and accomplishing their goal of creating a game from scratch.

**John Abbott College DevClub**

*President*

Montreal, QC

Sep 2021 – May 2023

- Taught Computer Science students the fundamentals of game development.
- Developed slides and demos to teach programming fundamentals to younger students which they hadn't yet covered in class.

## PROJECTS

**Personal Website & Portfolio**

<https://jeffbrin.github.io>

- Built in Vanilla JavaScript to serve as a personal portfolio.
- The site contains an abundance of interactive and responsive elements which make it more engaging than a static portfolio website.
- Contains links to YouTube, LinkedIn, GitHub, and my projects.

**Pokemon Tower Defense**

<https://jeffbrin.github.io/PokemonTowerDefensePlay>

<https://github.com/jeffbrin/PokemonTowerDefense>

- A Tower Defense game in which you catch enemy Pokemon and use them as towers to defend against oncoming waves of Pokemon.
- The game was built with a partner in 1 month as a final project for our Game Development course at John Abbott College.
- Built entirely in Vanilla JavaScript and uses state machines extensively.

**SHFT - IoT Farming App**

<https://github.com/jeffbrin/SHFT>

- A .NET MAUI mobile application which interacts with a Python script to remotely manage a farming container.
- The application and script use Azure IoT Hub to communicate between each other which provides a seamless display of information from 7 sensors and allows the application to control 5 different aspects of the hardware.
- Built in a group as a capstone project in my last semester at John Abbott College.

**JoffLobster - YouTube Channel**

<https://www.youtube.com/@JoffLobster>

- My YouTube channel on which I post educational videos about computer science topics with game development videos to come.
- The channel is an ongoing endeavour and I plan on creating many more videos in the future.

## SKILLS

- **Programming:** Python, C#, Java, JavaScript, HTML/CSS, SQL, MongoDB, NumPy, Pandas, React, .NET MAUI, Flutter, SQLite, MySQL
- **Software:** Git, HG, Unix/Linux Environments, Unity, Google Workspace, Office 365, Microsoft Windows
- **Concepts/Development:** Android and Cross-Platform Mobile Application Development, Web Development, Game Development, Data Structures, Algorithms, States/State Machines, Architectural Patterns (MVC, MVVM, MVP), Design Patterns.
- **Languages:** English (Fluent, First Language), French (Working Proficiency).