

Jeffrey Bringolf

Montreal, QC

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🐙 <https://github.com/jeffbrin>

EDUCATION

Concordia University, Montreal, QC

Sep 2023 — Expected: May 2026

Bachelor of Computer Science in Computer Science

NDT Technologies Inc. Scholarship for Engineering and Computer Science

Gina Cody School Entrance Award

John Abbott College, Montreal, QC

Sep 2020 — May 2023

DEC in Computer Science Technology

GPA: 4.0/4.0

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

Credit standing: Dean's List

EXPERIENCE

General Electric

Remote

Software Developer

Jun 2021 — Present

- Optimized the memory usage and speed of the in-house Snappy Python module for data pulls by 86% and 42% respectively
- Increased the efficiency of 40+ energy engineers by developing 10 Python scripts which automate report generation
- Enhanced the security of over 100 end users by adding authentication to our server using Active Directory through LDAP
- Demonstrated a versatile skill-set by solving 3 entirely different problems such as; security, optimization and automation
- Provided valuable feedback in weekly code reviews and built upon others' recommendations to improve the quality of my code
- Discussed technical requirements and implementations with external clients with regards to ongoing or potential projects
- Improved the robustness of existing logic in the Snappy Python module by writing 60+ unit tests using PyTest

John Abbott College

Montreal, QC

Programming Student Teacher

Sep 2022 — Nov 2022

- Leveraged excellent time management skills to develop 5 weeks of courses while balancing a heavy course load and work commitments
- Clearly communicated programming concepts to students who had never been introduced to the field
- Inspired 6 of 20 students to pursue programming or computer science with my enthusiastic approach to software and technology

John Abbott College DevClub

Montreal, QC

President

Sep 2021 — May 2023

- Mentored 5-10 Computer Science students each semester, teaching them the basics of game development
- Developed slides and weekly 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 in 2 weeks 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

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 made with a partner in 1 month as a final project for our Game Development course at John Abbott College
- Written 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
- Developed in a group as a capstone project in my final semester at John Abbott College

JoffLobster - YouTube Channel

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

- My YouTube channel where I post educational videos about computer science topics
- The channel is an ongoing endeavour and I plan on creating many more videos in the future

SKILLS

- **Programming:** Python, C#, Java, JavaScript, TypeScript, HTML/CSS, SQL, MongoDB, NumPy, Pandas, React, NodeJS, .NET MAUI, Flutter, SQLite, MySQL
- **Software:** Git, GitHub Actions, HG, Unix/Linux Environments, Docker, Testing Frameworks (Mocha, Puppeteer, NUnit, PyTest), Cloud Computing (AWS, Azure), Unity
- **Concepts/Development:** Data Structures, Algorithms, Android and Cross-Platform Mobile Application Development, Web Application Development, Backend Development, Game Development, States/State Machines, Architectural Patterns (MVC, MVVM, MVP), Design Patterns, Object-Oriented Programming, API Design, Relational Databases, NoSQL Databases, Agile Development
- **Languages:** English (Fluent, Native), French (Working Proficiency), German (Basic).