## Jeffrey Bringolf

Montreal, QC

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https://github.com/jeffbrin

►https://www.youtube.com/@JoffLobster

#### **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

John Abbott College, Montreal, QC

DEC (Associates) 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

Sep 2023 — May 2026

4.23/4.3 GPA

Credit standing: Dean's List

**EXPERIENCE** 

General Electric Software Developer Remote Jun 2021 — Present

• Collaborated with two coworkers to migrate an external client from on-premises to an AWS EKS (Kubernetes) Cluster

- 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
- 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

Programming Student Teacher

Montreal, QC

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

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**

President

# 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://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

# CERTIFICATIONS

• AWS Certified Cloud Practitioner

#### **SKILLS**

- Programming: Python, JavaScript, C#, Java, TypeScript, HTML/CSS, SQL, MongoDB, NumPy, Pandas, React, NodeJS, .NET MAUI, Flutter, SQLite, MySQL
- Software: Cloud Computing (AWS, Azure), Docker Containers, Kubernetes, Git, GitHub Actions, HG, Unix/Linux Environments, Testing Frameworks (Mocha, Puppeteer, NUnit, PyTest), Unity
- Concepts/Development: CI/CD, REST APIs, Data Structures, Algorithms, Android and Cross-Platform Mobile Application Development, Web Application Development, Backend 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).