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   Expected CGPA 4.3/4.3
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 module for data pulls by 86% and 42% respectively
- Streamlined renewable energy generator forecasting by replacing old VBA functionality with 2 new Python scripts
- Increased the efficiency of 40+ of 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

John Abbott College   Montreal, QC
Programming Student-Teacher   Sep 2022 — Nov 2022

- Taught basic programming concepts to 20 CEGEP students in a non-accredited after-school course
- 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 students to pursue programming or computer science after accomplishing their goal of creating a game from scratch

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
- 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 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 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, JWT
- **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).