Jeffrey Bringolf

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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 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 — Montreal, QC
Programming Student-Teacher — 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 — Montreal, QC
President — 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).