Brant Beverly

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EDUCATION

University of Utah   Salt Lake City, UT
Bachelor of Science in Computer Science   *Aug. 2021 - May 2025*
GPA: 3.742

EXPERIENCE

Software Developer Intern   May 2022 - Aug. 2022
Beverly Scientific   *Lodi, CA*
- Designed user interface elements for industrial-grade equipment with strict resource limitations and constraints
- Worked within a long-term legacy codebase with little documentation and few comments
- Created code that could be put to further use and flowed with the previously existing design
- Worked with unique hardware and the design changes necessitated by the hardware
- Learned and worked within new architectural styles, subsystems, and technology including WPF, PLC interaction, and MVVM

Private Tutor   Aug. 2021 - Dec. 2021
Self Employed   *Ogden, UT*
- Taught and assisted students in college-level math
- Assessed feedback to adapt my teaching style and understand any issues or misunderstandings
- Communicated effectively to ensure they understood the topic at hand, as well as quickly answer questions

PROJECTS

Learning Management System Database | *MySQL, ER Diagrams, HTML, CSS*   Jan. 2024 - Present
- Designed a complex database system according to the given specifications
- Translated our design into MySQL while reducing extraneous data storage and enforcing constraints
- Integrated the database to a website, involving consistenlty both querying the database and inserting data

Conway's Game of Life | *C++, Qt, Git, Docker*   Oct. 2022 - Dec. 2022
- Created an application in which users can learn about Conway's Game of Life and experiment with it
- Display an adjustable user interface
- Integrated external libraries for supplementary features
- Managed and worked within a rapidly changing codebase worked on by multiple people at once
- Implement physics in conjunction with the display to allow for unique effects and visuals

A Tail of Two Pawtners | *Unreal, Perforce*   Jan. 2024 - Apr. 2024
- Lead the engineering design for a short puzzle game
- Utilized agile software development to organize the team
- Learned and adapted quickly within a new system and development style
- Used common design patterns to create an easy to work with and expandable system
- Created a library of functions that were intuitive to work with and utilize effectively

TECHNICAL SKILLS

Languages: Java, Python, C++, C#, SQL (MySQL), JavaScript, HTML/CSS, R, MIPS, GLSL
Developer Tools: Git, Docker, VS Code, Visual Studio, QtCreator, Eclipse, Mars, Putty
Relevant Knowledge: Q-Learning, Computer Graphics, Defensive Cybersecurity, Algorithms