Micah Bruning

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EDUCATION

Brown University - Computer Science (B.A.) Providence, RI / 2018 - 2022

- Relevant Coursework: Algorithms and Data Structures, Deep Learning, System Security, Discrete Math
- GPA: 3.8 / 4.0

SKILLS

Programming

- Python – 4 years
- Java – 3 years
- R – 2 years
- SQL – 1 year
- JavaScript – 1 year
- HTML/CSS – 1 year

Tools and Frameworks

- Django
- Spring Boot
- React
- Azure
- JUnit
- Git
- Docker
- Eclipse

TECHINCAL EXPERIENCE

Software Engineer New York, NY / 2022 – 2023
UBS Financial Services

- Developed and tested web applications used by financial advisors to manage their clients' accounts
- Designed APIs for a Spring Boot application that processed financial data to execute buy and sell trade orders
- Implemented model rebalancing logic in Java that returned a portfolio's asset allocation to the proportions defined by a client's investment plan

Teaching Assistant, CSCI1951a: Data Science Providence, RI / Spring 2022
Brown University Computer Science

- Held weekly office hours to help students with coding projects related to machine learning, data visualization, SQL databases and more
- Developed a web-scraping assignment that required students to extract and analyze financial data in Python

GIS Research Assistant Providence, RI / 2018 – 2021
S4 Data Institute at Brown University

- Created over 50 digital maps of major US cities from the 1930s in ArcGIS for historical population research
- Fixed street grids by utilizing The US Census Bureau's street data to create historically accurate transit maps for more than 25 US cities from the 1940s

Data Analytics Intern Remote / Summer 2020
BeCare Link

- Performed data pre-processing and statistical analysis in Python to track the physical and cognitive performance of multiple sclerosis patients at Yale New Haven Hospital
- Aggregated various performance metrics with Python to create a single index representing overall treatment outcomes for MS patients over any set length of time

SOFTWARE PROJECTS

Pacman

- Re-created arcade game Pacman using JavaFX framework. Implemented a modified BFS algorithm to create computer-player AI

Secure File Storage System

- Designed and implemented an encryption scheme for a file-storage client in Python that allows users to upload, share and revoke access to secured data