# Braden Lockwood

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# EXPERIENCE

# Software Engineer

Kiewit October 2023 - Present

 Developed a company-wide safety app using React and TypeScript, streamlining the management of construction job safety processes.

- Managed the data and API within the safety app utilizing Python and Django, employing its ORM and REST framework.
- Proficient in SQL, efficiently interacting with complex stored procedures for efficient data querying.
- Effectively managed CI/CD pipelines using Azure DevOps and demonstrated a solid foundation in Azure for robust software deployment.
- $\circ$  Initiated the adoption of E2E and Integration testing strategies, enhancing software reliability and testing efficiency in the department.
- Implemented effective branching strategies in Git to optimize team collaboration and workflow management.

#### Machine Learning Engineer

• Kiewit

January 2023 - October 2023

- Engineered a Numpyro Bayesian Regression model, predicting equipment costs with 75% accuracy and providing uncertainty estimates, enhancing strategic bidding and contract wins across U.S. transportation departments.
- Trained a series of XGBoost models using hand-crafted features to boost performance and optimized hyperparameters for efficient training.
- Pioneered a department-wide initiative at Kiewit by executing an automated data scraping strategy, resulting in over 9,000 engineering contracts being collected and subsequently utilized for a pivotal transportation cost prediction model.

# Software Engineer Intern

Kiewit

May 2022 - August 2022

- Improved project management at Kiewit by developing an Angular-based web application, simplifying real-time tracking and storage of project requirements.
- Developed secure C# ASP.Net Core APIs facilitating the storage and retrieval of project-specific images and sensitive data, enhancing the efficiency and security of data management.
- $\circ~$  Established SQL databases using Entity Framework Core and database migrations for process simplification.
- Collaborated in an Agile software development team to produce efficient code.

# PROJECTS

# Stython

- A Compiler for Python
  - Implemented a Hand-Coded Scanner using C++
  - o Designed the language using a series of regular expressions.

#### NanoGrad

- A Smaller Implementation of Pytorch
  - o Initiated and developed a custom machine learning framework to deepen understanding of PyTorch internals.
  - Employed Python for user interaction with the framework, emulating PyTorch's easy-to-use interface.
  - Utilized modern C++ for the backend, optimizing matrix multiplication operations and memory management with smart pointers.
  - Bridged Python frontend with C++ backend using ctypes library, and managed compilation with CMake, ensuring smooth and efficient performance.

# Drewgon

- A Compiler Implemented in C++
  - $\circ\,$  Implemented the Scanner and Parser by using Flex and Bison.
  - $\circ \ \ {\rm Optimized} \ {\rm the} \ {\rm intermidiate} \ {\rm representation} \ {\rm using} \ {\rm techniques} \ {\rm such} \ {\rm as} \ {\rm dead} \ {\rm code} \ {\rm elimiation} \ {\rm and} \ {\rm constant} \ {\rm propagation}$
  - o Generated Assembly code for the x64 ISA, optimizing for efficient code by utilizing the memory zones.

#### **EDUCATION**

#### University of Kansas

August 2018 - December 2022

B.S. Computer Science

# SKILLS SUMMARY

• Languages TypeScript, Python, Go, SQL, C#, C++

• Frameworks React, Tanstack Query, Django, Numpy

• Tools Git, SQL Server, Linux, Azure DevOps, Azure Pipelines