Braden Lockwood

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EXPERIENCE

Software Engineer

Kiewit January 2023 - Present

- Architected and productionized Kiewit's safety app for 2,000 daily users using React, TypeScript, Python, and Django, managing both frontend UI and backend API's.
- o Built and deployed Flask API's to house our machine learning models.
- Managed ETLs for our data warehouses using SQL Server, performing normalization and optimization of tables and queries when necessary.
- Pioneered an automated data scraping initiative using Selenium and Pandas, collecting over 9,000 engineering contracts for a key transportation cost prediction model.
- Effectively created and managed CI/CD pipelines using Azure DevOps for robust software deployment.
- \circ Engineered a Numpy Bayesian Regression model, predicting equipment costs with 75% accuracy and providing uncertainty estimates, enhancing strategic bidding and contract wins across U.S. transportation departments.
- Initiated the adoption of E2E and Integration testing strategies using playwright, enhancing software reliability and testing efficiency in the department.

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# . Net APIs facilitating the storage and retrieval of project-specific images and sensitive data, enhancing the efficiency and security of data management.
- Established SQL databases using Entity Framework Core and database migrations for process simplification.
- o Collaborated in an Agile software development team to produce efficient code.

PROJECTS

Twitter

- An Implementation of Twitter using React and Go
 - Engineered the front-end architecture using React and TypeScript, employing Tanstack Query for effective server state management.
 - Constructed the backend with Go, incorporating GORM for efficient object-relational mapping and Gin to establish a robust RESTful API.

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.

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