






Bradley William Austin

Computer Science and Engineering and
Electrical Engineering Graduate

CONTACT

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PORTFOLIO

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EDUCATION



BACHELOR'S DEGREE

08/2017-12/2021

BACHELOR'S DEGREE IN COMPUTER SCIENCE & ENGINEERING & ELECTRICAL ENGINEERING

Grade Point Average: 3.7 | Graduation Date: December 2021

University of Toledo's President's List 1/8 Semesters | University of Toledo's Dean's List
6/8 Semesters

LANGUAGES/ TECHNOLOGIES

Java | C++ | C# | C | Python | HTML | CSS | Linux | JavaScript | Unity | PSpice | JavaEE | .NET |
Matlab | SQL

COURSEWORK

Linear & Non-Linear Data Structures | Object Oriented Programming | Machine Learning |
Artificial Intelligence | Embedded Systems | Theory of Computation | Software Engineering

EXPERIENCE



Security Systems Technician

05/2021-08/2021

Alder Home Security, 450 N 1500 W, Orem, Utah 84057

~Constructed circuit design, developed embedded systems, and established wireless
communication networks for over 100 households

~Coordinated with 7 teammates to efficiently plan each household and troubleshoot any
potential design flaws

~Wrote documentation / reports on every household for future technicians to use

ACME Co-Op Experience

05/2020-08/2020

University of Toledo Engineering, 1610 N Westwood Ave, Toledo, Ohio 43606

~Designed and developed a chemical factory including all electrical and computer components

~Estimated cost benefit analysis to ensure the safest yet modern electrical security system

~Learned HTML/CSS basics to further strengthen skills in web development

Teacher's Assistant

01/2020-05/2020

University of Toledo Engineering, 1610 N Westwood Ave, Toledo, Ohio 43606

~Instructed 15 students to learn about object-oriented programming in Java

~Ensured each individual was ready for future courses through grading and feedback

~Assisted in a senior role to transfer research to future project associates

Associate Systems Engineer

05/2019-08/2019

Millennium Software Inc. / Ford Motor Company, 15575 Lundy Pkwy, Dearborn, MI 48126

~Used full stack development including Java, HTML, and CSS to develop a multi-million-dollar
website which increased product development efficiency by 3%

~Collaborated with 10 team members and organized weekly deadlines to review and ensure quality
production code was made

~Architected the website using JavaEE, SOAP, and JSON components

PROFESSIONAL & PERSONAL PROJECTS



Aeroline Ticket Purchasing Website

~Developed with C# and .NET to produce a high-quality app in Visual Studio

~Used a depth search graph to connect airports and allow for new airports to be added

~Collaborated with 2 others to document, debug, and develop the app over 3 months

Monopoly Board Game

~Developed with Java and JavaFX to develop a fully functioning board game

~Designed alongside 1 other person with bi-weekly check-ins to produce for Honor's Object-Oriented Programming