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Bradley Austin

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I am a full-stack software engineer focused on expanding my knowledge in the financial technology field, along with modernization and bleeding edge development for finance

Education

Bachelors of Science, Computer Science and Eng., University of Toledo, 2017 - 2021 | 3.8 GPA | President's List 7/9 semesters
Bachelors of Science, Electrical Engineering, University of Toledo, 2017 - 2021 | 3.8 GPA | President's List 7/9 semesters

Work Experience

Full Stack Software Engineer

Commercial Finance

Pathward

Sioux Falls, SD / Remote

March 2022 – Present

- Collaborate cross-functionally as a software engineer on 3 of Pathward's core CF websites with my team focused on modernization of these websites
- Adding at a minimum 80% unit test coverage to all new code, and transitioning all embedded **SQL** into LINQ queries and Entity Frameworks to allow transitioning to **Swagger API**, **AWS**, and **Ionic** framework frontend
- Completed over 400 User Stories for business to add new features or correct old features
- Implemented an efficient notification system that successfully resolved 60% of frequently occurring bugs, freeing up valuable time for software developers to focus on innovative new **C#** code, rather than wasting it on firefighting old **C#** and **VB** code.
- Write solid documentation on each application's features that I touch to help handle the growth of our team from 9 members to 25+ members in under a year

Security System Technician

Security Engineering Team

Alder

Orem, UT

May 2021 – Aug 2021

- 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

Teacher's Assistant

Teaching Administration

University of Toledo

Toledo, OH

Jan 2020 – May 2020

- 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

Software Engineer

Information Technology Department

Millennium Software Inc. / Ford Motor Company

Dearborn, Michigan

May 2018 - Aug 2018

- Used full stack development including Java, SQL, HTML, and CSS to develop a multi-million-dollar website which increased product development efficiency by 3% and file upload speed by 500%
- Collaborated with 10 team members and organized weekly deadlines to review and ensure quality production code was made

Projects

Professional Life Showcase Website

2021- Present

- Created a simple **HTML/CSS** based website hosted on github to show more of my skills as a software developer than a resume can handle
- Uses clean, reusable code and is well documented with version control through **Git**
- Includes all sub projects that I work on including **Pokemon** (written in C# and Unity UI Framework), **Airline System**, and **Monopoly Board Game**

Airline Reservation System

2020

- 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

2017

- 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

Technical Skills

Languages: C# | C++ | Java | C | Python | HTML | CSS | JavaScript | SQL | PSpice | JavaEE | .NET | MATLAB | Linux | Visual Basic
Technologies: AWS | Ionic | SSMS | Unity | Git | ADO | Active Batch | GitKraken