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

Software Engineer II   **Pathward**   **March 2022 – Present**
Commercial Finance   Sioux Falls, SD / Remote
- Collaborate cross-functionally on 3 of Pathward's core CF applications with my team focused on modernization of these apps
- 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 **APIs, AWS,** and **Angular** frontend framework
- Constructed numerous end to end **API** calls in **AWS** and **Axway API Manager** to connect **Salesforce** to our internal applications allowing new innovative business flows
- Frequently use **AWS Terraform** combined with **Git Source Control** for incremental changes to our Lambda code
- Completed over 700 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.

Security System Technician   **Alder**   **May 2021 – Aug 2021**
Security Engineering Team   Orem, UT
- 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   **University of Toledo**   **Jan 2020 – May 2020**
Teaching Administration   Toledo, OH
- 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   **Millennium Software Inc. / Ford Motor Company**   **May 2018 - Aug 2018**
Information Technology Department   Dearborn, Michigan
- 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# | Java | C++| C | Python | HTML | CSS | JavaScript | SQL | PSpice | JavaEE | .NET | MATLAB | Linux | Visual Basic
Technologies: AWS | Ionic Angular | React | SSMS | Unity | Git | Azure DevOps | Active Batch | GitKraken