Jeffrey Bringolf

Montreal, QC

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EDUCATION

Concordia University, Montreal, QC   Sep 2023 — May 2026
Bachelor of Computer Science in Computer Science   GPA: 4.23/4.3
Awards:
NDT Technologies Inc. Scholarship for Engineering and Computer Science
Gina Cody School Entrance Award

John Abbott College, Montreal, QC   Sep 2020 — May 2023
DEC (Associates) in Computer Science Technology   GPA: 4.0/4.0
Awards: Credit standing: Dean's List
Academic Excellence Award for the highest overall average in the Computer Science program

EXPERIENCE

General Electric   Remote
Software Developer   Jun 2021 — Present

- Collaborated with two coworkers to migrate an external client from on-premises to an **AWS EKS (Kubernetes)** Cluster
- Optimized the memory usage and speed of the in-house Snappy **Python** module for data pulls by **86% and 42%** respectively
- Increased the efficiency of 40+ energy engineers by developing 10 Python scripts which automate report generation
- Enhanced the security of over 100 end users by adding authentication to our server using **Active Directory through LDAP**
- Provided valuable feedback in weekly code reviews and built upon others' recommendations to improve the quality of my code
- Discussed technical requirements and implementations with external clients with regards to ongoing or potential projects
- Improved the robustness of existing logic in the Snappy Python module by writing 60+ unit tests using **PyTest**

John Abbott College   Montreal, QC
Programming Student Teacher   Sep 2022 — Nov 2022

- Leveraged excellent time management skills to develop **5 weeks of courses** while balancing a heavy course load and work commitments
- Clearly communicated programming concepts to students who had never been introduced to the field
- Inspired 6 of 20 students to pursue programming or computer science with my **enthusiastic** approach to software and technology

John Abbott College DevClub   Montreal, QC
President   Sep 2021 — May 2023

- **Mentored 5-10** Computer Science students each semester, teaching them the basics of game development
- Developed slides and weekly demos to teach programming fundamentals to younger students which they hadn't yet covered in class

PROJECTS

SHFT - IoT Farming App | *C#, IoT, Azure, Cloud Computing, .NET MAUI*   *https://github.com/jeffbrin/SHFT*

- A **.NET MAUI mobile application** which interacts with a Python script to remotely manage a farming container
- The application and script use **Azure IoT Hub** to communicate between each other which provides a seamless display of information from 7 **sensors** and allows the application to control 5 different aspects of the **hardware**
- Developed in a group as a capstone project in my final semester at John Abbott College

Personal Website & Portfolio | *JavaScript, HTML, CSS*   *https://jeffbrin.github.io*

- Built in **Vanilla JavaScript** in 2 weeks to serve as a personal portfolio
- The site contains an abundance of **interactive and responsive** elements which make it more engaging than a static portfolio website

Pokemon Tower Defense | *JavaScript, HTML, CSS, State Machines*   *https://github.com/jeffbrin/PokemonTowerDefense*

- A Tower Defense game in which you catch enemy Pokemon and use them as towers to defend against oncoming waves of Pokemon
- The game was made with a partner in 1 month as a final project for our Game Development course at John Abbott College
- Written entirely in **Vanilla JavaScript** and uses state machines extensively

CERTIFICATIONS

- **AWS Certified Cloud Practitioner**

SKILLS

- **Programming:** Python, JavaScript, C#, Java, TypeScript, HTML/CSS, SQL, MongoDB, NumPy, Pandas, React, NodeJS, .NET MAUI, Flutter, SQLite, MySQL
- **Software:** Cloud Computing (AWS, Azure), Docker Containers, Kubernetes, Git, GitHub Actions, HG, Unix/Linux Environments, Testing Frameworks (Mocha, Puppeteer, NUnit, PyTest), Unity
- **Concepts/Development:** CI/CD, REST APIs, Data Structures, Algorithms, Android and Cross-Platform Mobile Application Development, Web Application Development, Backend Development, States/State Machines, Architectural Patterns (MVC, MVVM, MVP), Design Patterns, Object-Oriented Programming, API Design, Relational Databases, NoSQL Databases, Agile Development
- **Languages:** English (Fluent, Native), French (Working Proficiency), German (Basic).