

ROBERT BRADSHAW

SOFTWARE DEVELOPER

☎ (954) 531-9715

✉ underwaterbasketweaving@gatech.edu

🌐 robertbradshaw.me

EDUCATION

Georgia Institute of Technology [December 2018]

Bachelor of Science in Computer Science

Concentrations: Information Internetworks and Artificial Intelligence

EXPERIENCE

Amazon | Seattle, WA | 02.2019 – Present

[Software Development Engineer I]

SDE on the Middle Mile team – which owns demand forecasting, routing optimization, and truck scheduling for Amazon loads worldwide.

Amazon Web Services | Seattle, WA | 05.2018 – 08.2018

[Software Development Engineer Intern]

Worked on the AWS Hardware Vetting team – which predicts and remediates AWS hardware failures. Deployed a scalable chatbot using Lex and ASK that securely queries real time diagnostic information from my data aggregator using AWS Kinesis, Lambda, S3, and to company-owned Alexa devices and internal hardware engineering websites.

Amazon | Seattle, WA | 05.2017 – 08.2017

[Software Development Engineer Intern]

Worked on the Campus team (which writes software that controls Amazon Pickup Points). Integrated Amazon's internal content distribution network with our existing software in order to dynamically display marketing content on queuing monitors/kiosks present in all 100+ locations.

International Business Machines | Sandy Springs, GA | 04.2016 – 08.2016

[Security Systems Software Developer]

Interned on IBM's X-Force Security Team. Redesigned their QA automation platform and worked on a heat map that displays live security threats in real time as they are detected by our sensors (Python, AngularJS, Flask, DB2). Also tasked with mentoring other interns in software development.

Gather Technologies, Inc. | Atlanta, GA | 05.2015 – 08.2015

[Software Developer]

Interned for Gather – an event management software company written in AngularJS, Node, Hapi.js, and RethinkDB.

PROJECTS

ML Stock Trader | 2018

Uses historical adjusted close price of a stock to calculate financial indicators and uses bagged random tree learners (written from scratch in NumPy) to make trading decisions.

NEAT Implementation | 2016

Used NEAT (a genetic algorithm) to train computer to play Snake.

Ricochet Frontier | 2015

Top-down Western shooter written in Unity.

SKILLS

Languages

Java, Python, Javascript, C, Scala, Go, C#, HTML, CSS

Platforms/Frameworks

AWS, Spring MVC, Flask, Hapi.js, Express.js, Node.js, AngularJS, Dagger, Spark

Libraries

Pandas, NumPy, SciPy, Processing, jQuery, D3