

Jeremy G. Bridon

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Objective:

Seeking a full-time position in software engineering for web services, enterprise mobile applications, and autonomous systems

Education:

- Bachelor of Science in Computer Science, **Pennsylvania State University**, University Park, PA **Summer 2007 – Spring 2013**
- Related coursework: Computer Org. & Design, Databases, Memory Allocations, Applications Programming, Data Structures & Algorithms, Computational Theory, Operating Systems, Compiler Design, Artificial Intelligence, Computer Graphics

Work Experience:

9104 Studios, LLC. – Redmond, WA

Spring 2012 to Spring 2013

Junior Program Manager – Learn more at TrackAttackApp.com

- Designed, implemented, and published an iPhone application for race, vehicle, competition, and track management
- Fully integrated with web-services, allowing users to upload videos and playback with data-overlay in HTML5
- Developed asynchronous Objective-C library for Microsoft's oData interface standard; open-sourced

aXelerate Solutions, Inc. – Redmond, WA

Summer 2008, 2010, 2011

Junior Program Manager – Learn more at CoreS2.com/147

- Built an iPad application for King County on-site housing form management suite and tax estimation system
- Implemented real-time Geographic Information System on-device map rendering with layers and aerial photography

Microsoft Corporation (aXelerate Solutions contractor) – Redmond, WA

Summer 2010

Automated Testing Platform Engineer – Learn more at CoreS2.com/148

- Created a multi-device Windows Phone 7 automated testing suite to mimic human input events using a robotic arm
- Developed a proof-of-concept base platform to automate device-quality testing and simulate multi-device interaction

Networked Robotics and Sensors Laboratory – University Park, PA

Spring 2007 & Summer 2009

Undergraduate Research Aide in Networking Sensors and Autonomous Swarm Technology

- Research aid working with tenured professor Dr. Asok Ray of Mechanical and Nuclear Engineering Department
- Developed networked-based GUI front-end for robot goal management
- Implemented language theory multi-dimensional path planning parallelism for mass multi-core computing platform

Independent Software Engineer – Redmond, WA

2007 – 2012

Online Portfolio – CoreS2.com/portfolio

- Developed a Python-Pylons web-app for automated Competitive Programming challenge submissions and management
- Developed an assembled and VM-based imperative programming-language; compiles for OSX, Win32, iOS
- Self-published book "Computer Graphics: Software Revealed", 3D software rasterization in JavaScript and HTML5 Canvas
- Lead a team of five persons, developing a commercial multi-platform video game. Unity3D, for PC, OSX, iOS, and Android
- Prototyped an interactive-music platformer game in Unity3D for 3rd party client. Level-editing and user-input/music sync.
- Publish several open-source projects on Google Code and GitHub; projects forked and maintained by several 3rd party devs.

Technical Skills:

- 7 Years Experience C, C++; 5 Years Experience C#, Java, PHP; 3 years Objective-C, 2 Years Experience Python, JavaScript
- 5+ Years Experience Oracle Database, Microsoft SQL Server, and MySQL; PL/SQL Scripting
- Windows, Unix, and Unix-like systems programming. Embedded systems programming (Atmel AVR Microcontrollers)
- DirectX 9, OpenGL 2.1, Shaders, and QT graphics libraries; developed an open-source OpenGL GUI framework for students
- Microsoft Office Suite, SharePoint, Git/SVN/CVS source / project control management suites

Clubs & Activities:

- 2009-2010 President of Pennsylvania State University Robotics Club; 2008-2009 Vice President
- Project leader for 2007 to 2010 Mini-grand Autonomous Outdoor Ground Vehicle Competition; Penn State Robotics
- Published over 200 articles on robotics, autonomous controls, and software architecture for Penn State Robotics Wiki
- 2011 Local Milo-EBay Competitive Programming Event 2nd place winner
- 2008 AUVSI International Ground Vehicle Competition 7th place winner
- 2007 ACM Competitive Programming Regional 1st place winner. 2008 3rd place winner