Bradley Kennedy • Computer Scientist & Software Developer

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Career Experience

Teaching Assistant / Research Assistant, University of Guelph, Guelph, Ontario Sept, 2017 – Dec, 2017
- Conducted labs using digital signal processing

Software Developer, Cognative & Affective Neuroscience Lab, St. Catharines, Ontario May, 2017 – Sept, 2017
- Reliability Engineering for EEG processing pipeline
- Adapted scheduler submission tools for Slurm scheduler
- Debug / optimize super computer software using Octave & MATLAB, Fortran

Teaching Assistant / Tutor, Brock University, St. Catharines, Ontario Jan, 2016 – April, 2017
- Present lab material to students catering to their learning styles
- Evaluating student works for Advanced Object Orientation and instructing proper object orientation
- Assist students with any course material that Brock University Computer Science offers

Technical Support Analyst for Cognos BI, IBM Canada, Ottawa, Ontario Jan, 2015 – Dec, 2015
- Automating and organizing software environments running on several servers in one single page app
- Working as a team in customer service environment supporting colleagues to provide a larger knowledge base to customers

Analyst, IBM Helpdesk for Best Buy, One Touch Direct, St. Catharines, Ontario May, 2013 – Oct, 2013

Education

Graduate Engineering, MASc, University of Guelph, Guelph, Ontario 2017 – Present
- Co-Supervised by Dr. Graham W. Taylor and Dr. Petros Spachos
- Researching Machine Learning and Indoor Wireless Location

Computer Science, BSc, Brock University, St. Catharines, Ontario 2012 – 2017
- First Class Standing
- Concentration in Intelligent Systems, Minor in Business
- Dean's List 2014-2016 (80%+ average)
- Brock University Entrance Scholarship, 2012
- Neural Networks, Machine Learning, Artificial Intelligence, Theory of Computation, Computer Graphics, Computer Networks, Parallel, Advanced Object Orientation, Advanced Algorithms, Data Structures

Technical Experience

- Skilled with Java, Go, C++, PHP, Python, Octave/MATLAB, SQL, JavaScript, and other contributing web technologies
- Front and backend web development, such as React, Flask, Django, Laravel, and MVC patterns
- Developing applications that utilize modern machine learning and AI techniques
- Common software development environments and revision control tools as well as software development life cycles and different process models in software design
- Application and system security especially with web
- Unix and Unix-like systems such as Linux, administration, programming, scripting — writing tools and working with super computers
- Building applications for Docker

Projects

- **Beaconpi (**Ongoing) A system for aggregating data from Bluetooth Low Energy beacon scanners for indoor localization as well as tools and interfaces for exploring the data and filters, written in Go
- **EmotionNet** (2017) Machine learning model that predicts the facial emotions in photographs with Convolutional Neural Networks in pytorch
- **Coco** (2016) React application for aggregation of code coverage data for Mozilla Firefox
- **SMSH** (2016) Provides alternative to iMessage for Android devices using Android/Java, Go, Web

Extracurricular

Club Member/Executive, ACM chapter of Brock University 2012 – 2017
- Association for Computer Machinery
- Attend coding competitions representing Brock University
  - ACM 2014, CS Games 2016
- Organizing events and presenting talks expanding knowledge in Brock Computer Science