

Brad Cline

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Education

Georgia Institute of Technology, Atlanta, GA

- MS Computer Science, (August 2018 - May 2021)

Middle Tennessee State University, Murfreesboro, TN

- BS Biochemistry/BS Computer Science, (August 2013 - May 2018)

Experience

OpenEye (Cadence Molecular Sciences), Santa Fe, NM

Technical Developer

(December 2022 - Present)

- Assisted high profile customer with critical bug fixes within a commonly used application, showcasing to the customer our ability and willingness to address product concerns, and ultimately helping to secure a multi-year, multi-million dollar, global contract.
- Completed a robust prototype with a new set of internal JavaScript APIs for the flagship Orion product, showcasing and exploring the limitations, benefits, and possibilities of the novel API.
- Using C++ and Qt, maintained and developed a suite of 7 desktop GUI applications that interface with a broad array of scientific toolkits developed throughout the company.
- Coordinated with an interdisciplinary team to design and engineer custom, user-accessible UIs which leverage AWS and other cloud technologies to run large scale calculations, cutting customer calculation times up to 50%

Bosque Buddies Animal Rescue, Albuquerque, NM

Application Developer (Freelance)

(May 2024 - July 2024)

- Designed and implemented a cross-platform application for Bosque Buddies Animal Rescue to simplify and centralize data collection for dogs, foster families, and adoptions.
- Enabled mobile support for iOS and Android, as well as web app capability, by using Flutter.
- Leveraged Google Cloud Product tools like Firestore for data storage and Firebase for hosting the web application in order to provide a seamless experience across multiple devices.

Sandia National Laboratory, Albuquerque, NM

R&D Software Engineer

(June 2021 - December 2022)

- Planned and proposed a modern GUI (Python + PyQt) as a replacement for an older implementation in order to support maintainability and future codebase updates, as well as to improve the user experience.
- Added automated test scripts for existing code written in Java, C++, and python to run as part of CI/CD pipeline, in order to facilitate and strengthen the team's capacity for test driven development (TDD)
- Integrated high-criticality inner source C++ modeling code into a Java codebase to extend mission support capability to a new team.
- Developed a presentation to aid junior engineers in understanding and learning methodologies for delivering verifiably correct code.

Projects

Watch Sim, iPad Application

- Created an educational application as a semester-long project to simulate the disassembly and reassembly of a mechanical pocket watch. Intended to introduce users to the anatomy and layout of a watch. Used Swift and SpriteKit for application development.

Sea of Legends, PC/Mac Game

- Created with a team of 4 other individuals. A seafaring adventure game in which the player, a ship captain, sails in search of a mystical beast, while freeing islanders from the clutches of evil pirates along the way. Developed in with the Unity engine using C#.

Skills

Skills - C++, Java, Python, Swift, C#, Ada, Flutter, Dart, SQL, Unity, QT, Flask, SpriteKit, JavaScript, CI/CD setup and maintenance, Unit Testing, GUI Development, Legacy Code Migration