

# Brad Cline

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## Skills

- **Languages** - C++, C#, Python, Java, HTML, UML, SQL
- **Tools/Frameworks** - Unity, Visual Studio, QT, Flask, SpriteKit, Xcode

## Experience

### Fast-Fix Jewelry and Watch Repairs, Nashville, TN

Manager - 40 hrs/week

(03/09/2015 - 07/01/2020)

- Lead a team to open a new location and to successfully achieve 20% sales growth for 3 consecutive years.
- Collaborated with clients to design and craft superior end products from customer ideas and descriptions.

## 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.

### UtiliJewel, Desktop Application

- Created for Fast-Fix Jewelry and Watch Repairs. An informative tool that performs and displays common jewelry and watch industry conversions. Also derives retail price of new jewelry merchandise based on precious metal weights and stone measurements, using a proprietary formula. Used C++ and the QT framework for 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#.

## Education

### Belmont University, Nashville, TN

- BS Neuroscience, (08/01/2011 - 05/01/2013)

### Middle Tennessee State University, Murfreesboro, TN

- BS Biochemistry/BS Computer Science, (08/01/2013 - 05/01/2018)

### Georgia Institute of Technology, Atlanta, GA (REMOTE)

- MS Computer Science, (08/01/2018 - 05/10/2021)

## Relevant Graduate-Level Coursework

- **Software Development Process** - Obtained an understanding of the software development lifecycle, as well as a foundation for the UML modeling language.
- **Database Systems Concepts and Design** - Worked on a semester long team project designing and implementing a database and website for a faux tech-retail company. Gained an understanding of the SQL language and proper database design techniques as well as exposure to the Flask framework, CSS, and HTML.
- **Software Analysis and Design** - Designed and implemented a simulation of a satellite exploration system as a group to apply principles of object oriented analysis and design. The project was completed using Java.
- **Software Analysis and Testing** - Developed an understanding of the importance of software testing, and became familiar with manual and unit testing (with JUnit). Also performed some light automated testing with Espresso.
- **Video Game Design** - Worked remotely with a five person team to design and execute a 3D desktop game. Relied strongly on GitHub as a version control system. The game was developed in Unity using C#.