

Brent Julius

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SUMMARY

Senior in Computer Science with a focus in Software Engineering. Experience in data structures and algorithms, object oriented design, web services, web design, game design, and game development.

WORK EXPERIENCE

Future Stars International Enterprises, Phoenix, AZ: League Coach 09/2018 - 06/2019

- Coached volleyball players ages 8-16 years in practices and games. Worked with a large team of leadership, managing players and their parents.

Paradox, Scottsdale, AZ:

- Integrations Intern** 05/2022 - 08/2022
 - Built and debugged integrations between Paradox and outside providers' systems.
 - Worked with many different APIs, handled data mapping and system flow triggering, and helped structure our systems for future expansion.
- Technical Product Intern** 08/2022 - Present
 - Prototyped new tools and potential products, leading a few to completion.
 - These prototypes mostly worked in Full Stack and Machine Learning using React, Javascript, Python, Haystack by Deepset, Wit.ai, and OpenAI.
 - Designed a complex API architecture for handling large scale event registration.

EDUCATION

B.S. Computer Science (Software Engineering) Expected May 2023
Arizona State University, Tempe, AZ GPA 3.67

TECHNICAL SKILLS

Programming Languages: Java, C++, C#, Python, JavaScript, TypeScript

Tools and Frameworks: Git, React, React Native, Node, Haystack

RELEVANT PROJECTS

Sorting Algorithm Visualizer - github.com/Brent152/Sorting-Algorithm-Visualizer 01/2022

- Static website which visualizes most of the common sorting algorithms.
- Created to gain a better understanding of the algorithms and React.

Mindful - github.com/emibtsu/Mindful Fall 2022

- A Social Journaling app created with a team of four others.
- Developed most of the front-end using React Native and Expo.

EXTRACURRICULARS

ASU Esports Association, Community Manager 01/2021 - 08/2022
Manager of the ASU Valorant Community, putting together custom communal games weekly, and managing tryouts for the ASU team.

ASU Software Developers Association 01/2022 - Present
Attending weekly meetings to learn from others and gain experience in Software Engineering.

Boy Scouts of America, Troop 526 2008 - 2017
Achieved Life Scout: entrusted as Patrol Leader multiple times and Troop Quartermaster for ~6 months.