## Brett Schiff

## Software Developer

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Experience	Languages:		Development:		Operating Systems:
With:	C++	C#	Visual Studio	Git	Windows
***	Java	Lua	IntelliJ	Unity	Mac
	С	Python	AWS	Vim	Linux
Work	Software Dev	elopment Enginee	er at Amazon		June 2020 - Present
Experience:	<ul> <li>Manage distributed systems across bare metal hosts and cloud computing</li> </ul>				
	Store, manipulate, and process often privileged data at the AWS scale				
	Mentor new hire and interns, participate in the interview process for new candidates				
	Software Development Engineer Intern at Amazon June 2019 - September 2019				
	Worked on				
	Explored academic papers on Rust code verification for viability at Amazon     Developed a passer from Bust to COTO language to CRMC the ability to applying Bust				
	<ul> <li>Developed a parser from Rust to GOTO language to CBMC the ability to analyze Rust</li> <li>Received and accepted return offer</li> </ul>				
		na accepted return t	onei		2010 10 2010 11 2020
					eptember 2018 - May 2020
	<ul> <li>Advanced C/C++, Data Structures, and Algorithm Analysis</li> <li>Responsibilities included holding office hours and grading assignments and exams</li> </ul>				
	<ul> <li>ProjectFUN</li> <li>Summer camp where middle/high school aged kids are taught game development skills</li> </ul>				
	Lead Teacher in two courses: Video Game Programming and Artificial Intelligence for Games				
	Taught programming basics, Al fundamentals, and related mathematics				
77.1					
T/ 1	DigiDon Inctit	uto of Tochnology			Graduated May 2020
Education:	_	ute of Technology		ulation Minor in Math	Graduated May 2020
	BS in Compute			ulation, Minor in Matl	•
Selected	BS in Computer PoCo	Science and Real Ti	ime Interactive Sim		nematics – GPA 3.70
	BS in Computer PoCo A game where	r Science and Real Ti	ime Interactive Sim	This was a successful (	nematics – GPA 3.70
Selected	BS in Computer PoCo A game where	r Science and Real Ti the player moves in standing of polar co	ime Interactive Sim		nematics – GPA 3.70
Selected Personal	PoCo A game where intuitive under Neural Netwo	the player moves in standing of polar coork ork written in C++ the	polar coordinates. ordinates can be ta	This was a successful ought via gameplay—to	experiment to see how well an urns out, pretty well!
Selected Personal	PoCo A game where intuitive under Neural Netwo	the player moves in standing of polar coork ork written in C++ the on or via genetic algo	polar coordinates. ordinates can be ta	This was a successful ought via gameplay—to	experiment to see how well an urns out, pretty well!
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• Gameplay programming in Lua – primarily enemy Al