

Brenton M. McGrand

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Objective: Seeking Software Engineering internship

Education: **Bachelor of Science in Software Engineering and Computer Science** May 2020
Minors: Computational Science, Math GPA: 3.06
Rose-Hulman Institute of Technology, Terre Haute, IN

Relevant Courses: *Formal Methods in Software Specification and Design* *Design and Analysis of Algorithms* *Software Quality Assurance* *Hadoop – Distributed MapReduce processing*

Skills: Java, Python, C, Rust, SQL, JavaScript, MATLAB
Git, SVN, and Piper
Binary and firmware analysis using binutils and IDA

Internships: **Google – Los Angeles, CA** Summer 2018
Software Engineering Intern – Java, Python, Android, UX Prototyping
Developed new advertising formats for YouTube on Android and iOS in Python and Java
Enriched the interactions between advertisers, creators, and users
Improved our possible team efficiency by a factor of 30 percent
Assembled the new mission statement for our team

FTI Consulting, Washington, DC Summer 2017
Summer Games Intern – Python, Rust, Binary Analysis, Team Building
Reverse engineered a router as a team of five through research and exploratory penetration testing
Lead team through major penetration routes (API discovery, firmware exploits)
Provided mentoring to effectively share experience with team members, improving overall team effectiveness

Projects: *Senior Project – PLC 2* 2018
Designed and implemented a scalable, maintainable, and easily deployable grading system for the computer science department

School Project – Assembler (goo.gl/#####) – Java 2016
Developed an assembler in Java for our team's processor.
Took the initiative go beyond the project requirements by building a recursive descent parser.

School Project – Stratego Game (goo.gl/#####) – Java 2016
Hands on experience with test-driven Java development in a team of four.