

P. Brayden Smith

Efficiency enthusiast and PhD Student

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GitHub: [TrainOfCode](https://github.com/TrainOfCode)

Education

B.S. Computer Science & B.S. Mathematics

Brigham Young University

April 2022

4+ Years of Experience with:

C and C++

Applied Machine Learning

Python

OpenGL

CUDA

Compilers

CAD

MATLAB

GPUs

Microcontrollers

Angular/Typescript

Optimized Algorithms

Quality Testing

EXPERIENCE

Research Assistant

University of Utah / SLC, UT / August 2022- Present

- Working on Large scale parallel computing problems with Dr. Hari Sundar
- Running, building, and testing software ran on the University of Utah's high performance computational resources

Lucid Software - Software Engineering Internship

Lucid / South Jordan, UT / May 2022- August 2022

- Experience in large code base web framework, Angular, and back-end, Scala
- Vital member of an agile scrum team working on improving admin pages of largest customers.

BYU High Power Rocketry Payload Team Lead

BYU / Provo, UT / August 2021- Present / Member of club since January 2019

- Designed Reinforcement Learning Models to handle anti-sloshing systems for liquid propellant
- On-the-spot-recognition in the SDL Payload Challenge 2022 at Spaceport America Cup

Teaching Assistant

BYU / Provo, UT / September 2019 – April 2022

- Teaching and assisting students in BYU's CS 252 Computational Theory, CS 312 Algorithms, and CS 472 Machine Learning classes

Website Designer

[E-Trafficers](#) / Orem, UT / March 2019 – August 2020

- Worked on a team of designers building websites for Mortgage Loan Providers