

Bradley Bossard

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Experience

Senior Fullstack Engineer @ [UrbanFootprint](#)

1/2020–present

Urban intelligence SAAS platform for analyzing urban development scenarios.

- Data rich [react/redux](#) frontend with [typescript](#). Tested via [mocha](#), [chai](#), [applitools](#) and [percy](#)
- Backend development with [python](#), [flask](#), [sqlalchemy](#), [postgres](#), and [pytest](#).
- Geospatial processing ala [fiona](#), [shapely](#), [proj](#), [svgwrite](#)
- Agile methodology with [jira](#), sprint planning, staging and retros. Full remote position and team.

Senior Software Engineer @ [moovel](#)

1/2017–1/2020

Mobile ticketing solutions for public transit agencies.

- Micro services development with [node](#), [go](#), [python](#), [docker](#), [kubernetes](#) and [aws](#)
- API design and implementation with [REST](#) and [graphql](#)
- Database experience with [mysql](#) and [postgres](#)
- Agile methodology with [jira](#), sprints and CI/CD code promotion process

Lead Fullstack Developer @ Aniden (defunct)

6/2012–12/2016

Digital interactive agency serving large clients including [HP](#), [Dell](#), [Yahoo](#) and [Logitech](#).

- Fast paced environment required ramping up on new technologies quickly
- Remote team member with proven ability to communicate as such
- Large variety of projects with technologies ranging from [flash](#), [php](#), [javascript](#), [jquery](#), & [angularjs](#)

Senior Software Engineer @ [Google](#)

6/2007–2/2012

Internet search company.

- [Google Earth](#) - Automated generation of 3D buildings from raw sensor data using [c++](#)
- [Google Building Maker](#) - Oblique image tiling and serving pipeline using [c++](#)
- [Wapner](#) - Internal [patented django](#) webapp for scoring 3D content.
- [Google Street View](#) - Frontend [flash](#) and [javascript](#) clients for viewing panoramic imagery
- [Doodle Gallery](#) - [django](#) webapp for viewing doodles
- Google Doodles - Interactive doodles on homepage using raw [javascript](#) Samples: [1](#) [2](#) [3](#) [4](#) [5](#)

Systems Engineer @ UrbanScan (acquired by [Google](#))

5/2005–6/2007

Automated 3D model generation for urban environments.

- Real-time acquisition sensor platform composed of cameras, GPS, and laser scanners using [c++](#)
- Design and manufacture of custom data collection hardware.
- Research and purchasing of all hardware used by the company.
- Point of contact for DARPA project integrators.

Education

Masters of Electrical and Computer Engineering @ [U of Iowa](#)

thesis

2001–2003

BSEE, Bachelors of Electrical Engineering @ [U of Iowa](#)

1998–2001