

BRADLEY TEO

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btwj.dev

github.com/btwj

Education

**Carnegie Mellon University,
School of Computer Science
(2020–)**

Pittsburgh, PA

Bachelor's in Computer Science

GPA: 4.0 / 4.0, Deans' List (High Honors)

Relevant Coursework

- 15-122 Imperative Computation
- 15-150 Functional Programming
- 15-251 Great Ideas in Theoretical CS
- 15-213 Computer Systems
- 15-210 Parallel and Sequential Data Structures & Algorithms
- 17-363 Programming Language Pragmatics
- 15-259 Probability and Computing
- 15-462 Computer Graphics
- 15-346 Computer Architecture
- 15-440 Distributed Systems

Raffles Institution (2012–2017)

Singapore

GCE A Level, 8 Distinctions

Extracurriculars

Secretary (2021–2022)

CMU Singapore Students' Association

Tech Lead (2020–)

CMU ScottyLabs

Achievements & Awards

Shopee Code League 2020

Team 4th

International Physics Olympiad 2017

Gold

Singapore Chemistry Olympiad 2016

Top Student, Gold

National Olympiad in Informatics 2015

Silver

Work Experience

Yext

May–Aug 2022

Software Engineering Intern

New York, NY

- As part of the front-end engineering team, enhanced existing component library and created new React components for use by multiple teams.
- Created custom linters for ESLint and worked on internal Bazel tooling in Starlark and Go, to improve code quality and developer experience.
- Improved accessibility for existing components and sites in accordance with WAI-ARIA and Web Content Accessibility Guidelines (WCAG).

CMU CS Academy

May–Aug 2021

Software Engineering Intern

Pittsburgh, PA

- Added features to the learning portal using React, Redux and Django. Used Brython to run student code in the browser with CS Academy's custom graphics package.
- Assisted conduct of professional development sessions for teachers, taught programming concepts and use of the platform.

GIC Pte Ltd

Mar–Jul 2020

Quantitative Credit Intern (Systematic Investment Group)

Singapore

- Built an extensible module with Python and Pandas to perform outlier detection on financial time-series data.
- Streamlined portfolio optimisation/backtesting using R, Axioma Portfolio.

35th Battalion Singapore Combat Engineers

Sep 2018–Feb 2020

Administrative Support Assistant (Operations)

Singapore

- Prepared and indented resources required for training and exercises. Automated data entry and data analysis processes with Excel.
- Awarded 35SCE's Best Soldier of the Month (Nov 2018) and Milestone Outstanding Soldier award.

Projects

CMU Course Tool (github.com/ScottyLabs/course-tool)

- Led a team in developing an unofficial course and faculty evaluations browser used by hundreds of CMU students
- Contributed to all parts of the codebase, including writing a scraper (JS), parts of the backend (ExpressJS + MongoDB) and rewriting the frontend (TypeScript, NextJS, React, Redux, TailwindCSS).

Ludum Dare Games

- Participated in Ludum Dare, a 48-hour game jam, six times.
- Developed games in web using JS, Love2D (Lua) and HaxeFlixel.
- Rated within the top 5% of games for LD40 & LD39.

Skills

- Frontend languages such as **HTML**, **CSS** and **Javascript/TypeScript**. Created projects with **NextJS**, **TailwindCSS**, **React + Redux**, **jQuery**, and **D3**.
- Back-end technologies such as **Flask**, **Django** and **Express**.
- **Python (Pandas, Numpy) & R (data.table, tidyverse)** for data analysis.
- Systems-level programming in **C**.
- Use of **Git** for version control.