

Braden Dubois

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Experience

Software Developer

Oct. 2021 - Present

@ Siemens EDA

Saskatoon, SK

- Product Developer on Solido Crosscheck / IPQA team
- Designed and implemented a new GUI for core Crosscheck product. Implemented using C++ and Qt
- Improved memory consumption and runtime performance of various parsers and Checks

Student Research Assistant

May 2020 - Nov. 2021

@ University of Saskatchewan

Saskatoon, SK

- Concentrated research on causal inference in statistics
- Research conducted under supervision of Dr. Eric Neufeld

Teaching Assistant / Marking Assistant

Sept. 2020 - Nov. 2021

@ University of Saskatchewan

Saskatoon, SK

- Planned and delivered content for various 1st & 3rd-year courses
- Marked student assignments with consistent punctuality and feedback

Education

B.Sc. Double Honours - Computer Science & Philosophy

2017 - 2022

University of Saskatchewan

Saskatoon, SK

with High Honours

Relevant Coursework

- Operating Systems Concepts
- Intermediate Software Engineering
- Machines & Algorithms
- Professional Ethics & Responsibility in Computer Science
- Automata Theory

Certificate of Proficiency - Ethics, Justice, and Law

2017 - 2020

University of Saskatchewan

Saskatoon, SK

Skills

Languages: C++, Python 3, TypeScript, Rust

Tools & Frameworks: Qt, Git, Next.js, GraphQL / REST APIs

Projects

do-calculus

github.com / bradendubois / do-calculus

- A statistics project implementing the *do-calculus* of Judea Pearl et. al.
- Implemented in Python 3, with an API available, published on PyPI

c-gameboy

github.com / bradendubois / c-gameboy

- A GameBoy emulator implemented in C++ and Qt