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# Brian Gauch

## Software Engineer

Looking for a full-time position where I can use my skills in software development and research to build technologies that make users' lives better

### WORK EXPERIENCE

#### Software Engineer SupplyPike

03/2020 - Present

Fayetteville, AR

Startup for suppliers to manage retailer data, e.g., reducing Walmart fines

##### Achievements/Tasks

- ◊ Developed two full stack user-facing websites
- ◊ Integrated with external websites to extract specific shipping documents
- ◊ Created an internal UI component library that is used company-wide for new web projects
- ◊ Created documents and setup scripts for onboarding, which reduced internal onboarding time to approximately one day

Main Language : Typescript

#### Software Developer Softek

10/2019 - 03/2020

Mississauga, Canada

Financial data services

##### Achievements/Tasks

- ◊ Modernized cryptographic protocol for banking application

Main Language : C

#### Developer - Intern SOAPware, Inc.

05/2014 - 08/2014

Fayetteville, AR

Medical record management software

##### Achievements/Tasks

- ◊ Added functionality to our XML parser to process new medical standard
- ◊ Developed new login page

Main Language : Java

#### IT Intern - Java Developer Centene Corporation

05/2013 - 08/2013

St. Louis, MO

##### Achievements/Tasks

- ◊ Developed SQL and middleware for data processing pipeline

Main Language : Java

#### Software Development Intern JB Hunt Transport Services, Inc.

05/2012 - 08/2012

Fayetteville, AR

##### Achievements/Tasks

- ◊ Added features to internal truck location visualization tool

Main Language : Java

### SKILLS

Typescript



Java



C / C++



Python



MATLAB



SQL



Git / Github



Linux



Docker / Kubernetes



React



Weka



Scikit-Learn



AWS S3



## ◆ LANGUAGES

English  
*Native or Bilingual Proficiency*

## ◆ INTERESTS

Go (board game)

Factory Simulation Games

## ◆ TEACHING EXPERIENCE

### Teaching Assistant Vanderbilt University

#### *Classes*

- ◇ CS6362 - Machine Learning - Fall 2018
- ◇ CS3251 - Intermediate Software Design - Spring 2018
- ◇ CS4260 - Artificial Intelligence - Fall 2017
- ◇ CS2212 - Discrete Structures - Spring 2017
- ◇ CS2212 - Discrete Structures - Fall 2016
- ◇ CS1101 - Programming and Problem Solving - Summer 2016

## ◆ PUBLICATIONS

#### *Conference paper*

### Animation Generation with a Low-Dimensional Simplicial Complex

#### *Author(s)*

Brian Gauch and Richard Alan Peters

2018

ICPRAI (International Conference on Pattern Recognition and Artificial Intelligence)

#### *Conference paper*

### Security Games on a Plane

#### *Author(s)*

Jiarui Gan, Bo An, Yevgeniy Vorobeychik, and Brian Gauch

2017

AAAI Conference on Artificial Intelligence

#### *Conference Paper*

### Behavior Changes across Time and between Populations in Open-Ended Learning Environments

#### *Author(s)*

Brian Gauch, Gautam Biswas

2016

International Conference on Intelligent Tutoring Systems

#### *Conference Paper*

### Studying Student Use of Self-Regulated Learning Tools in an Open-Ended Learning Environment

#### *Author(s)*

John Siler Kinnebrew, Brian Gauch, James Segedy, Gautam Biswas

2016

International Conference on Artificial Intelligence in Education

## ◆ EDUCATION

### Master of Science, Computer Science Vanderbilt University

*08/2014 - 05/2019*

*GPA: 3.61*

#### *Notes*

- ◇ Ph.D. Studies, Area of Specialization: Intelligent Systems

### Bachelor of Science, Computer Science Washington University in St. Louis

*08/2010 - 05/2014*

*GPA: 3.47*