

BRADEN BRONAUGH

UNDERGRADUATE • CYPRESS, TEXAS, UNITED STATES • 281-743-4545

DETAILS

Cypress, Texas, United States
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Education

Student

University of Minnesota – Twin Cities
August 2025 — Present

Cypress Woods High School
August 2021 — May 2025

LINKS

[GitHub](#)

[LinkedIn](#)

[Portfolio](#)

SKILLS

Git

Java

JavaScript / Node.js /
TypeScript

App development

Website Development

Python

Cloud Engineering

SQL

PHP

PROFILE

Undergraduate engineer and aspiring DevOps/cloud specialist with hands-on experience in automation, cloud infrastructure, and machine learning. Skilled in building full-stack applications, containerized systems, and real-time dashboards using Docker, GitHub Actions, and modern web technologies. Strong foundation in network management, distributed systems, and CI/CD workflows.

EMPLOYMENT HISTORY

Freelance Developer, Remote

April 2020 — Present

- Delivered hundreds of commissioned projects including custom web and mobile applications, AI bots, and automation tools, primarily using Node.js and Java.
- Designed secure backend systems and APIs that support scalable, real-time applications and automation workflows
- Built automation tools that reduced manual client work and improved efficiency
- Managed full project lifecycle from development and deployment to monitoring and reliability to ensure minimal downtime

Associate at Johnston & Murphy, Cypress, TX

June 2025 — Present

- Assisted customers and advertised products while engaging with customers and driving sales
- Managed keeping the store functioning by receiving shipments, processing SOS orders, and opening/closing procedures.

Shift Lead at Smoothie King, Cypress, TX

May 2023 — November 2024

- Trained new employees, fostering a collaborative work environment.
- Ensured efficiency and customer satisfaction through effective teamwork.

INTERNSHIPS

Intelligent Security Lab Intern at University Of Texas @ Dallas

June 2024 — August 2024

Collaborated with a team of five students to develop and train an AI model using PyTorch to detect malicious code and commits within GitHub repositories

- AI Model Development** : Designed and implemented a machine learning model to identify harmful commits based on a series of features.
- Data Collection** : Curated a comprehensive dataset of commit samples for training.
- Performance Evaluation** : Conducted testing to assess model effectiveness.
- Technical Documentation** : Documented methods and algorithms in a research paper for future usage and research.

PUBLICATIONS

Co-Authored 2 Research Papers with PHD students

- Avilash Rath, Youpeng Li, Troy Davis, **Braden Bronaugh**, Darsh Poddar, Sophia Li and Xinda Wang. "When AI Meets Code Analysis: A Study of Adversarial Attacks on Deep Learning-based Code Models via Program Transformation". In the Workshop on Recent Advances in Resilient and Trustworthy Machine Learning-driven Systems (ARTMAN), 2024.
- Avilash Rath, Weiliang Qi, Jiahao Cao, Darsh Poddar, **Braden Bronaugh**, Troy Davis, Sophia Li, and Xinda Wang. "NatGVD: Natural Adversarial Example Attack towards Graph-based Vulnerability Detection". In Computers & Security (COSE), 2024..

PROJECTS

Distributed IoT Lighting Control System (ESP32)

- Built a centralized ESP32 web server to control multiple remote ESP32 devices (desk/room lights)
- Implemented real-time communication and synchronization across nodes
- Developed a web-based dashboard for unified device control and monitoring

Embedded Real-Time Control & Monitoring Platform

- Developed an ESP8266/ESP32 system with a locally hosted web interface using WebSocket based real-time control
- Implemented WIFI scanning, signal strength monitoring, and device discovery features
- Designed a modular dashboard with routing and observability

Docker-Based remote Container Management Platform

- Built a distributed platform (Using Raspberry Pi + AWS) for remote docker container management
- Implemented custom CI/CD pipelines using GitHub actions and workflows for automated builds and deployments
- Developed features including live console access, file system tools, and real time resource monitoring

BanScope – Moderation Platform with Custom API

- Developed a full-stack platform integrating Minecraft servers with a web interface via custom APIs
- Built a backend service for moderation workflows and real time data handling
- Designed scalable architecture for cross-platform integration (game server <-> web <-> discord (or other external apps))

Automation & Bot Systems (Discord, Twitch, Minecraft)

- Built event-driven bots and automation tools that integrate with APIs across discord and twitch as well as custom packet listeners, handling, and interpreters for Minecraft and other games.
- Developed moderation systems, command handlers, and cross-platform integrations
- Focused on scalable backend logic and real time event processing

Software and Application Development

- **Mobile App Development:** Created diverse mobile applications using frameworks like Xcode, React Native, and Swift. Integrated web scraping and APIs to address real-world needs and deliver tailored solutions.
- **Node.js and TypeScript Projects:** Over six years of experience developing 150+ projects, including APIs, automation bots, and websites. Delivered custom software solutions for individuals and organizations, emphasizing efficiency and scalability.

EXTRA-CURRICULAR ACTIVITIES

Computer Science Club at Cypress Woods

August 2022 — May 2025

- Dedicated member since sophomore year of high-school
- Served as President
- Partaken and placed in numerous competitions including advancing to state UIL

Computer Science Outreach Program at Spillane Middle School

August 2024 — May 2025

- Founder of an outreach program to teach middle school kids the fundamentals of computer science
- Assisted in creating a 3 year long lesson plan to make sure these students excel in computer science and are prepared for the later years in their life
- Managed all communications and the joining of new members

