

# Darius Brown

## SENIOR SOFTWARE ENGINEER

*New York, NY*

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GitHub: [dariustb](https://github.com/dariustb)

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## EDUCATION

### Morehouse College

Computer Science Coursework

2015 - 2020

- National Society for Black Engineers member
- Otis Moss Jr Statesman Orator Award

## SKILLS

### Languages:

C/C++, Python Rust

### Frameworks/Libraries:

Qt, OpenCV, Flask, Tauri

### Tools:

CMake, clang-format, gdb, Git,

Make, VSCode/Codium

### DevOps/CI/CD:

Docker, Jenkins, GitHub Actions

### Databases:

MySQL, SQLite

### Testing:

Google Test, Pytest

### Operating Systems:

Linux (Ubuntu, Red Hat)

Windows (native, WSL)

## WORK EXPERIENCE

### Bloomberg L.P.

Software Engineer

*Jun 2021 – Apr 2025*

- Architected and maintained scalable C++ services in financial data pipelines; authored RFCs defining modular components and data flow
- Initiated architecture for a next-generation compliance system to replace legacy infrastructure
- Integrated XML/XSD-based validation logic into compliance systems
- Automated internal tools, improving dev workflows and CI pipelines
- Led 30+ interviews for entry-level software engineering roles and impacted hiring decisions of prospective candidates
- Built and deployed code challenge platforms used at U.S. universities for recruiting

### Hume Center for National Security & Technology

AI / Machine Learning Research Assistant

*Jan 2020 – Jan 2021*

- Engineered supervised learning models to identify wireless signals in complex RF environments
- Implemented signal classification algorithms in Python using NumPy and scikit-learn
- Collaborated with Virginia Tech researchers on U.S. government-funded defense tech initiatives

## PROJECTS

### Synchronized Lyric Editor

- Engineered a desktop application for transcription & lyric editing with synchronized video preview & export functionality for content creators. (Python, Qt, FFmpeg, Whisper API)

### Video Frame Matching Tool

- Built a C++ GUI tool to locate visual matches within local and streamed video frames using template matching. (C++, Qt, OpenCV, FFmpeg)