

AIDAN BRADY

20 Whispering Way, Atlanta, GA 30328 | Cell: (404) 901-2122 | me@aidancbrady.com | aidancbrady.com

EDUCATION

- Georgia Institute of Technology**, Atlanta, GA August 2016 - Present
- Bachelor of Science in Computer Science — Focus on Systems & Architecture + People
 - Anticipated Graduation: May 2020
 - Honors: Merit-Based Gold Scholarship, Zell Miller Scholarship
- Mount Vernon Presbyterian School**, Sandy Springs, GA August 2013 - May 2016
- GPA: 4.0 (4.51 weighted)

PROFESSIONAL EXPERIENCE

- Software Development Intern, Microsoft**, Redmond, WA June - July 2015
- Contributed to Learning Experience division, producing scripts for a Microsoft Virtual Academy programming curriculum targeted at students interested in video game design.
 - Designed and taught intro-to-Java programming lecture to high school students, collaborating with Developer Experience division leadership to plan and host event.
 - Worked under Microsoft Research division to redesign and optimize a compatibility layer allowing for the Touch Develop programming language to communicate with a popular video game.
- Keynote Speaker, Microsoft Build Conference**, San Francisco, CA April 2015
- Spoke and demoed prototype Microsoft software at Build 2015 conference, facing an audience of over 5,000 in-house engineers and over 200,000 online.
- World Finals Judge, Imagine Cup**, Seattle, WA July 2015
- Collaborated with a team of five leaders of the gaming industry on ranking the winner of the \$50k prize and runner-ups of the 2015 Microsoft Imagine Cup.
 - Received training on the development of virtual reality software on the Microsoft HoloLens, utilizing Visual Studio paired with state-of-the-art developer frameworks.
- Developer & Project Manager, Sandy Springs**, Sandy Springs, GA 2014 - Present
- Developed an official informational app for the city's parks while collaborating with Sandy Springs Conservancy leadership to design to a simple and elegant iOS interface to help promote the community.
- Research at College of Computing, Georgia Tech**, Atlanta, GA 2012 - 2014
- Developed Java-based discussion software allowing for students and teachers to easily hold class discussions at school and abroad, as well as a Java-based game, PeerChess, featuring socket-based peer-to-peer chess with a built in chat framework.

NOTABLE PROJECTS

- Creator and Developer of Wordzie** 2015 - Present
- Designed and developed the multiplayer vocabulary iOS game Wordzie, with rich server-based networking allowing for users to learn while playing against a large active online community.
- Creator and Developer of Mekanism** 2011 - Present
- Created and developed Mekanism, a large Java-based 'Minecraft' add-on featuring new content, now matured with over two million users and a large active community.
- Owner and Maintainer of aidancbrady.com** 2014 - Present
- Created and currently maintaining my website, aidancbrady.com, receiving a monthly average of over 100,000 views.

RELATED SKILLS

- Languages:** Java (mastery), Swift, C# (proficiency), Python, PHP (familiarity)
- Software:** Eclipse, IntelliJ IDEA, Visual Studio, Xcode, Gradle, Git, Jenkins, OpenGL, Netty, Command Line
- Concepts:** Client/server networking, caching and optimization, graphical design, software distribution, API development and documentation, project management and cooperative development