

AIDAN BRADY

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EDUCATION

Georgia Institute of Technology, Atlanta, GA August 2016 - Present

- GPA: 3.95
- Bachelor of Science in Computer Science — Focus on Artificial Intelligence + People
- Anticipated Graduation: December 2019
- Honors: Merit-Based Gold Scholarship, Zell Miller Scholarship

PROFESSIONAL EXPERIENCE

Software Development Intern, Microsoft, Redmond, WA May - August 2017

- Managed Microsoft Developer Blog (microsoft.com/developerblog), organizing content pipeline, planning advertisement campaign, prototyping website additions, and orchestrating product roadmap for engineering and business administrators.
- Produced slide content for internal and external keynotes, synthesizing feedback of cross-departmental leadership and handling presentation logistics for Microsoft Ready and IEEE ICIOT panel.
- Administered communication for Commercial Software Engineering team, joining partner meetings, researching groundbreaking technologies, and authoring internal documents for senior leadership.

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 a simple and elegant iOS interface to help promote the community.

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 course 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.
- Received training on the development of augmented reality software on the Microsoft HoloLens, utilizing Visual Studio paired with state-of-the-art developer frameworks.

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.

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.

RELATED SKILLS

Languages: Java (mastery), Swift, C# (proficiency), Python, PHP, JavaScript (familiarity)

Software: Eclipse, IntelliJ IDEA, Visual Studio, Xcode, Gradle, Git, Jenkins, OpenGL, Node.js

Concepts: Client/server networking, caching and optimization, graphical design, software distribution, API development and documentation, project management and cooperative development