

# AIDAN BRADY

Cell: (404) 901-2122 | me@aidancbrady.com | aidancbrady.com

## EDUCATION

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

- GPA: 3.96
- 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, 2018

- Managed Microsoft Developer Blog ([microsoft.com/developerblog](http://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 — handling 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 Sandy Springs parks, allowing the city's conservancy to help promote parks and greenspace.
- Implemented a content retrieval framework that allows for changes to park information to be efficiently distributed among app installations without requiring a full update.

**Software Development Intern, Microsoft**, Redmond, WA ..... June - July 2015

- Produced educational 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.
- Partnered with Microsoft Research 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.

**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 (proficiency), C#, 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