

# AIDAN BRADY

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## EXPERIENCE

**Chicago Trading Company** · *Software Engineer* · Chicago, IL ..... 2024 - Present

- Research and development of high-performance options market making technologies.

**Citadel Securities** · *Software Engineer* · Chicago, IL ..... 2020 - 2024

- Designed and developed high-performance, fault-tolerant client order gateway to facilitate high-volume retail and institutional wholesale market making across various asset classes.
- Architected next-generation RFQ platform and helped integrate across multiple businesses.

**Two Sigma** · *Software Engineering Intern* · New York, NY ..... Summer 2019

- Developed, tested and integrated a low-latency order relay allowing trades from a multi-billion dollar order book to be translated and forwarded to a next-generation order routing system.
- Created a streamlined interface for testing order execution on different exchanges, now used as the internally-standard tool for performing UAT trades.

**Microsoft** · *Software Development Intern* · Redmond, WA ..... Summer 2017, 2018

- Managed Microsoft Developer Blog ([microsoft.com/developerblog](https://microsoft.com/developerblog)) — organizing content pipeline, planning advertisement campaign, prototyping website additions, and orchestrating product roadmap for engineering and business administrators.
- Implemented Azure App Service hosting solutions for Microsoft communications platforms, with GitHub-based continuous deployment for web assets.

**Microsoft** · *Software Development Intern* · Redmond, WA ..... Summer 2015

- Demoed prototype Microsoft software at Build 2015 conference, presenting to an audience of over 5,000 in-house engineers and over 200,000 online.
- 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.

## NOTABLE PROJECTS

**Market Hours** · *C++ / OpenGL 3.3* ..... 2024 - Present

- Created and launched Market Hours, a solo-developed trading-firm management simulation built in C++, featuring a custom game engine, UI framework, rendering pipeline, asset pipeline, and cross-platform build/deployment infrastructure.

**Mekanism** · *Java* ..... 2011 - Present

- Created and developed Mekanism, a large-scale 'Minecraft' add-on featuring new content, now matured with over 150 million downloads and a large active community.

**Sandy Springs Conservancy** · *iOS / Swift* ..... 2014 - 2018

- Developed an official informational app for Sandy Springs parks, with a content retrieval framework that allows for database changes to be distributed across app installations without requiring a full update.

## EDUCATION

**Georgia Institute of Technology**, Atlanta, GA ..... August 2016 - December 2019

- GPA: 3.97 / 4.00 (Major: 4.00 / 4.00)
- Bachelor of Science in Computer Science — Focus on Artificial Intelligence + People
- Honors: Gold Scholar, Zell Miller Scholar, Faculty Honors, Highest Honors

## CERTIFICATIONS

**Series 57**, FINRA ..... Issued March 2025

## RELATED SKILLS

**Languages:** C++, Java, Python, Q, C, JavaScript

**Technologies:** UNIX, Git, FIX, CI/CD, Gradle, Bazel, React, Node.JS, Android, iOS