AIDAN **BRADY**

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

EDUCATION

Georgia Institute of Technology, Atlanta, GA ………………………….………..…… August 2016 - Present
- GPA: 3.97 / 4.00 (Major: 4.00 / 4.00)
- Bachelor of Science in Computer Science — Focus on Artificial Intelligence + People
- Anticipated Graduation: December 2019
- Honors: Gold Scholar, Zell Miller Scholar, Faculty Honors

PROFESSIONAL EXPERIENCE

Two Sigma · *Software Engineering Intern* · New York, NY ………………….……… Summer 2019 - Present
- Working with the High Frequency Order Management (HFOM) team to bridge the gap between the trading platforms of Two Sigma Investments and Two Sigma Securities.

Microsoft · *Software Development Intern* · Redmond, WA ……………………..……… Summer 2017, 2018
- 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.
- 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
- 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.
- Designed and taught intro-to-Java programming course to high school students, collaborating with Developer Experience division leadership to plan and host event.

Microsoft · *Keynote Speaker* · San Francisco, CA ……………………………………..….……… April 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.

Georgia Tech · *Research at College of Computing* · 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

Portfolio Tracking · *JavaScript / Node.JS / Bootstrap* ……..…………………………..……… 2018 - Present
- Created an online platform allowing users to track and analyze their investment portfolios over time with major U.S. brokerages in a single unified hub.

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.

Wordzie · *iOS / Swift / Java* ………………………………………………….…… 2015 - Present
- Designed and developed the iOS-based vocabulary game Wordzie, with rich server-based networking allowing for users to learn while playing against friends or other online players.

Mekanism · *Java* …………………………………………………....………..… 2011 - Present
- Created and developed Mekanism, a large-scale 'Minecraft' add-on featuring new content, now matured with over 25 million downloads and a large active community.

RELATED SKILLS

Languages: Java (mastery), Swift (proficiency), C#, Python, PHP, JavaScript (familiarity)
Frameworks: Android, Azure, Bootstrap, Docker, Git, Gradle, iOS, Jenkins, MongoDB, MySQL, Node.JS
Concepts: Client/server networking, caching and optimization, graphical design, software distribution, API development and documentation, project management and cooperative development