BRAYDEN HUGUENARD

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY   **Atlanta, Georgia**
Bachelor of Science in Computer Science   *Graduation: May 2027*

- 4.0 GPA with concentrations in Intelligence & Modeling and Simulation
- Relevant Courses: Intro to AI (Python), Design and Analysis of Algorithms, Data Structures & Algorithms (Java), Systems & Networks (C, Assembly), Objects & Design (Python, Django), Linear Algebra, Multivariable Calculus
- Recipient of Zell Miller, Daniel Hager, and Delta Air Lines Academic Scholarships

SKILLS

Programming Languages: Swift, Python, Java, C, C++, JavaScript, HTML
Frameworks & Libraries: SwiftUI, React, Tailwind CSS, PyTorch, Pandas, NumPy, Firebase, MapKit, Combine
Tools & Platforms: Git, GitHub, Docker, Jira, OpenAI API, Xcode, VS Code

PROJECTS

Personal Website   *June 2025 – Present*

- Building a responsive portfolio site with React, Vite, and Tailwind CSS to showcase projects, skills, and academic highlights
- Emphasizing clean, modular, and scalable code architecture for future expansion and maintenance

Findy | *CS 2340 Group Project*   *March 2025 – April 2025*

- Web application that helps new students find their way around campus and discover events
- Led the team as Scrum Master and developer, implementing Agile practices and ensuring smooth project delivery
- Implemented core features and significantly improved user experience through 7,000+ lines of production-level code
- Built using Django, Tailwind CSS, JavaScript, and SQLite

Personal Projects   *June 2024 – August 2024*

- Designed and built several Python-based games and simulators to deepen programming skills
- Created fully functioning playable games of Blackjack, Yahtzee, and Wordle
- Developed a full season baseball simulator using actual statistics from the 2023 MLB season

GEORGIA TECH iOS CLUB

Tech Lead   *July 2025 – Present*

- Earned Tech Lead position through a competitive interview process
- Leading a 25+ developer team to build a large-scale iOS app; delivering core features while mentoring developers and enforcing clean, scalable code practices

Bootcamp Lead Instructor   *December 2024 – April 2025*

- Taught Swift and SwiftUI to 15+ students as part of a semester-long bootcamp
- Mentored a student team through a capstone project, guiding development and problem-solving through successful project completion
- Selected as Officer and Lead Instructor after a competitive interview and selection process

Nomad   *August 2024 – December 2024*

- Award-winning app recognized as "Most-Popular" and "Best-App"
- Contributed ~5,000 lines of Swift and SwiftUI code, implementing key features that enhanced user experience and functionality
- Participated in presenting the app to an audience of 200 during Demo Day

CAMPUS INVOLVEMENT

Teaching Assistant | *CS3600 – Intro to AI*   *July 2025 – Present*

- Host office hours to help students debug code and understand complex AI topics
- Participate in weekly team meetings to enhance course materials, provide helpful resources, and ensure fairness and consistency across the class