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: ML (Python), Intro to AI (Python), Design and Analysis of Algorithms, Data Structures & Algorithms (Java), Systems & Networks (C, Assembly), Objects & Design (Python, Django), Linear Algebra
- Recipient of Zell Miller (2024, 2025), Daniel Hager (2024), and Delta Air Lines Academic (2025) Scholarships
- Studied abroad in France, gaining cultural experience and expanding technical expertise through CS courses

SKILLS

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

PROJECTS

Developer | *Personal Website* *June 2025 – August 2025*

- Built a responsive portfolio site with React and Tailwind CSS to showcase skills, projects, and academic highlights
- Emphasized clean, modular, and scalable code architecture to support future expansion and maintenance

Scrum Master | *CS 2340 Group Project* *March 2025 – April 2025*

- Led a 5 person team as Scrum Master to build a campus navigation and event-discovery web app for new students
- Delivered 7,000+ lines of high-quality, well-structured code across Django, Tailwind CSS, JavaScript, and SQLite
- Coordinated Agile sprints, enforced coding best practices, and implemented core features including event creation, user signup, reminder notifications, and a clean, intuitive UI to significantly enhance overall user experience

Python Developer | *Personal Projects* *June 2024 – August 2024*

- Developed multiple Python-based games including Blackjack, Yahtzee, and Wordle to sharpen problem-solving skills
- Built a season-long MLB simulator using 2023 statistics, producing realistic team performance, modeling postseason outcomes, and achieving ~93% accuracy predicting team win totals across multiple stochastic simulations

CAMPUS INVOLVEMENT

Technical Lead | *Georgia Tech iOS Club* *July 2025 – Present*

- Earned Technical Lead role through a competitive interview process and now manage a team of 25+ developers
- Developing a large-scale iOS app while mentoring peers and enforcing scalable, maintainable coding practices

Bootcamp Lead Instructor | *Georgia Tech iOS Club* *December 2024 – April 2025*

- Taught Swift and SwiftUI to 15+ students during a semester-long bootcamp while leading the capstone project
- Mentored a student team through design, coding, and debugging, ensuring successful project completion
- Selected as Officer and Lead Instructor, reflecting strong leadership skills and deep technical expertise

Developer | *Georgia Tech iOS Club* *August 2024 – December 2024*

- Contributed ~5,000 lines of Swift/SwiftUI to Nomad, supporting trip-planning features to improve app usability
- Implemented core features including itinerary planning, trip creation, and a clean UI to enhance user experience
- Programmed Yelp API integration to fetch stop information, enabling smarter and more efficient trip planning
- Presented the final product of the app recognized as "Most Popular" and "Best App" to 200+ Demo Day attendees

Teaching Assistant | *CS3600 – Intro to Artificial Intelligence* *August 2025 – Present*

- Support 200+ students through weekly office hours, debugging help, and guidance on AI algorithms and techniques
- Author exams and homework solutions, ensuring clarity, accuracy, and consistency across assessments
- Collaborate with instructors and TAs in weekly meetings to refine course materials and improve curriculum delivery