

Brayden M. Batts

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OBJECTIVE: To obtain a permanent, full-time position in Computer Science beginning in 2025 to gain practical work experience and start my professional career using my skills in full-stack, C#/C++, and Java development.

EDUCATION

NC State University August 2021 – May 2025
B.S. in Computer Science Raleigh, NC
Summa Cum Laude (GPA: 4.0 / 4.0) Dean's List

TECHNICAL SKILLS

C#, C++, Java, JavaScript, HTML, CSS, C, Git,
Visual Studio, Eclipse, Unity, Godot, Bash, Batch

WORK EXPERIENCE

TA/Grader, 10hrs./wk. February 2023 – May 2023
NC State University Raleigh, NC

- Coordinated weekly office hours to help students understand course material and assignments in C.
- Evaluated project components and exam questions from hundreds of students regularly.
- Implemented grading scripts to partially automate the grading workload each week.

Dog Sitter, 10hrs./wk. May 2021 – August 2021
Self-Employed Charlotte, NC

- Launched a service for feeding and walking neighborhood dogs twice each weekday.
- Scheduled times and dates with customers to care for their dogs.

Private Tutor, On Demand August 2019 – May 2022
Self-Employed Charlotte, NC

- Spearheaded private tutoring for high-school math subjects including pre-calculus and algebra.
- Enabled many students to improve their grades in math to the highest letter.

PERSONAL PROJECTS

Discord Music Bot, Solo Programmer October 2022 – Present

- Developed Node.js application using the Discord and YouTube API to play YouTube videos in Discord.
- Designed code structure from the ground up to allow for full control over the queue system and played audio.
- Implemented novel CI/CD pipeline for a Discord application to facilitate rapid and iterative development.

ACADEMIC PROJECTS

VR Biotech Minigames, Lead Programmer January 2025 – May 2025
Senior Design Group Project

- Refactored the entire inherited codebase to improve accessibility and reduce coupling in Unity.
- Redesigned code flow and class hierarchy to facilitate extensibility and remove input lag.
- Delegated tasks to other members to enhance team coordination and maintain development pace.

ChordWall, Lead Programmer April 2023 – April 2024
Cyma Rubin Visualization Gallery

- Designed, programmed, and implemented a conceptual demo of the software fully in Unity.
- Remodeled the concept, designed control schemes, and implemented the software.
- Oversaw an iterative software process throughout the project.

Flames of Winter, Lead Programmer August 2023 – December 2023
Intro to Game Design Group Project

- Designed, programmed, implemented, and tested movement and puzzle mechanics in Unity.
- Delegated tasks to other members to standardize and organize the codebase.
- Managed the creation and submission of all deliverables.

Chemania, Solo Programmer February 2022 – April 2022
First-Year Engineering Design Day

- Designed, programmed, implemented, and tested the game fully in GameMaker Studio 2.
- Devised and modeled the concept of the main gameplay loop.

ASSOCIATIONS

Concert Bands (Fall '16 – Spring '21), Winter Winds (Winter '17 – Spring '20), Marching Band (Section Leader Summer '20 – Fall '20, Member Summer '17 – Fall '19).