Brayden M. Batts

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OBJECTIVE To obtain a permanent, full-time position in Software Development 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

Portfolio Website, Solo Developer — May 2025 – Present
- Developed a website using HTML and CSS to display portfolio and demonstrate web development skills.
- Implemented various CSS techniques to format the portfolio and several subpages with horizontal references.
- Designed multiple media queries and style combinations to facilitate responsive design

Discord Music Bot, Solo Developer — 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.

ChordWall, Lead Developer — April 2023 – April 2024
- 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.

ACADEMIC PROJECTS

Terrain Generator, Individual Contributor — *Advanced Graphics* — March 2025 – May 2025
- Developed a multi-stage terrain generator with varying levels of detail from scratch in Godot.
- Designed a method to position the vertices of geometry patches with three perlin noise functions.
- Integrated terrain patches with differing levels of detail seamlessly with two-to-one vertex stitching.

VR Biotech Minigames, Lead Developer — *Senior Design Project* — January 2025 – May 2025
- 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.

2D Game Engine, Lead Developer — *Game Engine Foundations* — August 2024 – December 2024
- Spearheaded development on a simple 2D game engine with networking capabilities in C++.
- Researched the ZeroMQ networking library and integrated it into the initial framework and design.
- Designed generic objects, components, server broadcasts, UUIDs, universal (de)serialization.

Flames of Winter, Lead Developer — *Interactive Game Design* — August 2023 – December 2023
- 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 Developer — *First-Year Engineering Design Day* — February 2022 – April 2022
- Designed, programmed, implemented, and tested the game fully in GameMaker Studio 2.
- Devised and modeled the concept of the main gameplay loop.

ASSOCIATIONS

Video Game Development Club @ NCSU (Fall '23 – Spring '25). 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).