



Griffin Brodman

griffinbrodman.com | gb282@cornell.edu
908.907.4431 | Manalapan, NJ, 07726

Education

Cornell University

School of Engineering

GPA: 3.689 || Class of 2016

Computer Science Major, concentration in
Software Engineering, minor in Business

Skills

C, C++

C#, Java

Python, Flask

PHP, SQL, MongoDB

Actionscript, Flixel

Javascript, jQuery

HTML & CSS

Farseer, XNA

Netbeans, MIT Processing

JPA, Hibernate

Apache Tomcat

Relevant Coursework

Discrete Structures

Object Oriented Programming & Data
Structures

Data Structures & Functional Programming

Digital Logic & Computer Organization

UNIX Tools and Scripting

Systems Programming

Database Systems

Operating Systems

Artificial Intelligence

Business Entrepreneurship for Engineers

Corporate Entrepreneurship

Interests

Software Development

System Architecture

Game Design

Web Development

Business & Entrepreneurship

Cooking

References available upon request.
Full portfolio at griffinbrodman.com

Work Experience

Software Development Intern

Summer 2014 || Moorestown, NJ || Lockheed Martin

Worked as a full stack developer using Linux server for production and Windows environment for development. Java Persistence API (JPA) with the Hibernate Engine was used for data model on top of MySQL, and the user interface was developed using Eclipse RAP framework to deliver a browser based solution on a closed network. Full Lifecycle developer responsible for interfacing with customers and implementing requirements. Security clearance required.

Technical Operations Intern

Summer 2013 || Moorestown, NJ || Lockheed Martin

Worked on an Event-Driven Weapons System Simulation for the Aegis Ballistic Missile System. Implemented software updates in C++ to increase code maintainability, and reduce unnecessary code. Wrote Bash scripts to maintain the development environment. Generated documentation for code base. Security clearance required.

University Representative & Coach

Fall 2012 - Present || Ithaca, NY || Cornell Annual Fund

Coached, mentored, and proactively shared fundraising strategies and best practices with new Annual Fund callers ensuring successful fundraising efforts. Responsible for calling Cornell alumni to build rapport, update demographic information and acquire gifts to the Annual Fund. Gained an understanding of the University, its organizational structure, and its annual needs for financial support. Handled personal information with extreme confidentiality, PCI compliant and trained.

Projects

Beck & Chuck

2014 || Farseer, XNA

Developed for a semester long, project based game design class, Beck & Chuck is an arcadelike platformer, written with XNA. As Lead Programmer, I architected the system, submitting dependency diagrams and design documents, in addition to the actual programming.

Mote

2014 || JQuery

Mote is an Open Source remote developed by Ian Jennings. He presented an API demo at HackNY, so as an independent hackathon project, I forked the repo, contributed my own imgur remote and submitted a pull request.

Boids

2012 || Java, Netbeans, Processing

This group project was a simulation of Craig Reynold's 1986 Boids experiment. I wrote the logical rules, designed the system, and implemented a realtime GUI for changing system parameters.

Qb

2012 || Arduino, Python

A collaborative group project, a 3-DOF accelerometer / gyroscope / magnetometer hooked up to an Arduino Uno was used to make a proof of concept for a rotation based computer peripheral. I was responsible for the physics calculations and the data visualization component.