

Griffin Brodman

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Education

Cornell University

College of Engineering

GPA: 3.63 || Class of 2016

Major: Computer Science

Concentration: Software Engineering

Minor: Business

Skills

C, C++

C#, Java

Python, Flask

PHP, SQL, MongoDB

Javascript, jQuery

HTML & CSS

Farseer, XNA

Netbeans, MIT Processing

JPA, Hibernate

Agile Methodology

Scrum, Kanban

Facilitation

ICAgile Certified Professional

Relevant Coursework

Discrete Structures

Object Oriented Programming

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

Mental Wellness

Full portfolio at griffinbrodman.com

Work Experience

Development Management Intern

Summer 2015 || Los Angeles, CA || Riot Games

Served as lead development manager for Season 2016 of League of Legends. Coordinated work between teams, visualized workflow, regularly identified and removed roadblocks, rose visibility on risks and changes of scope. Used planning tools, Agile methodologies, and maintained communication channels to ensure successful, sustainable delivery. Assisted with story mapping, sprint planning, backlog grooming, and other assorted ceremonies.

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. Used Java Persistence API (JPA) with the Hibernate Engine for data model on top of MySQL, and developed user interface 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 Event-Driven Weapons System Simulation for the Aegis System. Implemented software updates in C++ to increase code maintainability, and reduce redundancy. Wrote Bash scripts to maintain 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. Handled personal information with extreme confidentiality, PCI compliant and trained.

Projects

Beck & Chuck

Farseer, XNA

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

Boids

Java, Netbeans, MIT Processing

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

Qb

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. Responsible for the physics calculations and the data visualization component.