# Griffin Brodman

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**OBJECTIVE**
To obtain a position that will allow me to pursue my passion of designing elegant solutions to problems in the field of computer science and to expand my knowledge and understanding of skills required to work in the computer science industry.

**EDUCATION**
*Bachelor of Science, College of Engineering* Computer Science
Cornell University, Ithaca, NY, expected June 2016
Concentration: Software Development
Minor: Business
GPA: 3.694

**COMPUTER SKILLS**
*Languages & Software:* Bash, C, C#, C++, HTML/CSS, Java, Javascript, LaTeX, Ocaml, PHP, Python, MySQL.
*Proficiencies:* Flixel, git, MIT Processing, Unix.

**EXPERIENCE**

*Technical Operations Intern*          Summer 2013
Lockheed Martin, Mission Systems and Training, Moorestown, NJ
- Performed Modeling and Simulation and Performance Analysis within the System Engineering organization.

*University Representative / Coach*          Fall 2012 to present
Cornell Annual Fund, Cornell University
- Coach, mentor, and proactively share fundraising strategies and best practices with new Annual Fund callers ensuring successful fundraising efforts.
- Continue to serve as an ambassador by establishing an open and engaging line of communication between Cornell University and its supporters.
- Responsible for calling Cornells 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.
- Handle personal information with extreme confidentiality, PCI compliant and trained.

**PROJECTS**
**Helix** - Web App based on Twitch Plays Pokemon, an fun project involving databases.
**Beck and Chuck** - Physics based ball throwing action platformer.
**Cloud** - Art game, made for 0hr game jam.
**Zombie Toddler Brawl** - Physics based flail arcade game.
**Boids** - Physics based bird flocking simulating, modeling emergent behavior.
**Qb** - Using a 3-DOF accelerometer/gyroscope for rotation based computer peripheral.

More information on all of these projects can be found on my personal site

**INTERESTS**
Video game design, System Architecture, Software Development.