Connor Bramham

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PROJECTS, SKILLS, AND INTERESTS

- **Ard Engine:** Developing a 3D game engine in Rust with a GPU driven Vulkan renderer. (github.com/ReeCocho/ard-engine)
- **Project F-COM: Trigger**: Developed an X-COM inspired 3D game with Unity in a small team which was awarded the 2023 UCF Game Award for "Most Polished" game.
- **Published in SIAM SIURO (2018):** Wrote a paper with peers describing an original induction proof of the threshold decomposition property of median filters. (DOI: 10.1137/18S017120)
- **US Army NETCOM Service Appreciation Award (2015):** Created a C# application (copyright registration number TXu 1-988-919) that allowed for the communication of two dissimilar military standard communication programs.
- **Skills:** C++; Vulkan; GLSL; Rust; C#; Unity; Perforce; Git; Parallel Programming
- **Interests:** Tabletop RPGs; Guitar; Metal; Fantasy Novels

EDUCATION

University of Central Florida   **August, 2023**
BS, Computer Science   *Orlando, FL*
- President's Honor Roll, 3.9 GPA
- **Related Courses:** AI for Game Programming (CAP 4053), Computer Graphics (CAP 4720) Concepts of Parallel and Distributed Processing (COP 4520).

WORK EXPERIENCE

Socrates Preparatory School   **Nov. 2017 - Aug. 2021**
IT Specialist   *Oviedo, FL*
- Socrates Preparatory School is a non-profit educational organization.
- Collaborated with faculty to upgrade and maintain networking equipment and software.
- Responsible for maintaining security of the school network.