

Brendan Smyers

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EDUCATION

Ohio University | Athens, OH

Anticipated Graduation: May 2026

Bachelor of Science in Computer Science

GPA: 3.82

- President of Ohio University Software Development Club (2025-2026)
- Vice President of Ohio University Software Development Club (2024-2025)

TECHNICAL SKILLS

Programming Languages: Lua, JavaScript, Typescript, C++, SQL, Java, Python

Frameworks: Angular, React, Node.js, Flask, Express.js, Vite.js

PROJECTS

Rolytics (Javascript, Typescript, Lua, SQL)

July 2024 – Present

Founder & Full-Stack Developer

- Designed and built a full-stack analytics platform for Roblox developers with a Dockerized Node.js/Express backend, Vite.js frontend, and a complete CI/CD pipeline for seamless deployment.
- Published a Roblox Studio plugin to streamline onboarding, enabling developers to easily connect their games and start collecting analytics in minutes.
- Engineered infrastructure for collecting player engagement, performance, and purchase metrics to support future A/B testing and remote-control features.

Battlecode AI (Java)

Jan 2024 – Apr 2024

Project Lead

- Led a team of three others to develop a multi-agent AI for a real time strategy game (RTS).
- Brainstormed, designed, and developed AI communication system by utilizing bit-packing and map chunking to allow for more intelligent gameplay.

EXPERIENCE

Winsupply | Moraine, OH

May 2025 – August 2025

Software Developer Intern

- Worked with purchasing team to develop a product analytics dashboard to consolidate important item KPIs across many purchaser apps.
- Developed the application using Angular, and Springboot and used scrum (agile) methodologies along with Jira to plan, organize, and delegate work for 2 week sprints.

Cyberlandia | Lebanon, OH

May 2024 – Present

Contract Developer

- Developed a financial dashboard backend, integrating Google, WooCommerce, and QuickBooks APIs, which automated invoice processing, reducing manual data entry.
- Built a service status monitoring tool that consolidates data from multiple upstream providers, offering real-time alerts and a unified view of service health.
- Developed a highly personalized voice-activated LLM agent to learn from, and assist employees

PACE Research | Athens, OH

October 2024 – May 2025

Research Assistant

- Collaborated with a professor and two peers to research advanced large language model (LLM) agents.
- Analyzed how different prompt designs affect decision accuracy in text-based two-player games.
- Tested the integration of LLM reasoning into MicroRTS game-playing agents.

HONORS AND RECOGNITION

Dean's List | Ohio University, Athens, OH

Fall 2023 - Present

National Honor Society | Springboro High School, Springboro, Ohio

October 2022