

# Brendan Doyle

2111 Wisconsin Ave NW • Washington, DC 20007 • (410) 829-9908 • bjd54@georgetown.edu

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## EDUCATION

**Georgetown University**, Graduate School of Arts and Sciences  
*Master of Science in Computer Science*

Washington, DC  
May 2018

GPA: 3.83/4.0

*Relevant Coursework:* Machine Learning, Advanced Networks, Automated Reasoning, Computer Vision, Probabilistic Proof Systems, Cryptography, Theory of Computation, Hardware and System Architecture

**Georgetown University**, Georgetown College  
*Bachelor of Science*

Washington, DC  
May 2017

Major: Computer Science; Minor: Mathematics; Major GPA 3.655/4.0; Second Honors/Dean's List (2 Semesters)

*Relevant Coursework:* Data Structures, Algorithms, Hardware and Systems Fundamentals, Advanced Programming, Databases, Network Security, Programming Languages, Operating Systems, Linear Algebra

## WORK EXPERIENCE

**Georgetown Computer Science Department**  
*Research Assistant and Teaching Assistant*

Washington, DC  
May 2016 – Present

- Investigating methods for simulating dolphin behavior diffusion in Shark Bay, Australia dolphin population. Using distributed network theory to investigate different possible dissemination strategies. Work involves using Python and Postgres database.
- Enhanced code base for privacy attacks involving public social media data. Development in Java and Python.
- Helped implement web-based application for the Web Footprint project. Development in Java and PHP.
- Teaching Assistant for the Computer Science Department's Intro to Databases course.

**Defcon Games**  
*Intern*

Washington, DC  
May 2016 – Aug 2016

- Worked on developing the 2D tower defense game, Dead Dots, for Defcon Games in Unity/C#.
- Experience working with others to meet deadlines and bring together different aspects of the game development life cycle.

## TECHNICAL AND LANGUAGE SKILLS

- Programming Languages: **Advanced:** C++, Java, Python **Experience:** C#, PHP, HTML, CSS, R, Prolog
- Software Applications: Visual Studio, Eclipse, Android Studio, Version Control (Git, SVN)
- Machine Learning/Reasoning: Distance Based Learning, Probabilistic Learning, Decision Trees, Neural Networks, Ensemble Methods, First Order/Resolution Models, Bayesian Networks/Approximate Inference
- Databases: PostgreSQL, MySQL, NoSQL
- Network/Security Experience: AES, TCP/UDP/IP Security, Authentication Protocols (MACs, Digital Signatures), Public Key/Asymmetric Encryption, Peer to Peer Networks, Overlays/Distributed Hash Tables
- Operating Systems: Windows, Linux/UNIX, Command Line Interfaces

## TECHNICAL PROJECTS

**GitHub:** <https://github.com/bdoyle0182>

## EXTRACURRICULAR ACTIVITIES

**Google Applied CS Course with Android**  
*Student*

Washington, DC  
Sep 2016 - Oct 2016

**ACM-ICPC International Collegiate Regional Programming Contest**  
*Contestant*

Washington, DC  
Nov 2016 and Nov 2017

**Georgetown University WGTB Radio**  
*DJ and Music Writer*

Washington, DC  
Aug 2013 – May 2014

- Organized and hosted an hour long weekly alternative music/talk radio show.
- Coordinated and conducted interviews for artists (We Were Promised Jetpacks, FND Films, etc.).