

Liam Brady

✉ liambrady250@gmail.com 🌐 blu25.github.io

Experience

Google, Seattle, WA

Software Engineer III — November 2021 - Present

- Contributed to the design and implementation of a new <fencedframe> element and other Privacy Sandbox APIs for the Chromium browser.
- Took ownership of a Chromium API that automatically reports navigation events from ad frames while preserving the privacy guarantees of fenced frames.
- Helped write and maintain the WICG specification for new Privacy Sandbox APIs.
- Collaborated with external adtech partners to ensure that our APIs met industry needs.

Viasat, Boston, MA

Software Engineer — July 2018 - November 2021

- Led a team tasked with modernizing and updating a mission-critical internal tool so that it would scale with the launch of our next satellite.
- Rapidly designed and implemented a robust approval request system as part of a company-wide push for more accountability.
- Migrated a Django-based codebase from Python 2 to Python 3.
- Implemented modern cryptography algorithms for legacy embedded hardware in C.

Software Engineering Intern — May 2017 - August 2017

- Implemented a tool to automatically install and configure ELK logging for government networks.

NuVu Studio, Cambridge, MA — Assistant Coach/Intern — Summers, 2012 - 2015

- Taught students how to code in C++ and C# (in the Unity3D environment).
- Designed tutorials for using digital and electronic parts, e.g. LED strips and motor shields.

Skills

- C++, C, JavaScript, Python, C#, Linux CLI, Bash, PostgreSQL, AWS, Git, Figma

Projects

- **Outrun The Sun:** Created a racing game in 48 hours for the Ludum Dare game jam
- **Going Home:** Created an abstract exploring game in 48 hours for the Ludum Dare game jam
- **Surface:** Created a space shooter/dogfight game in 48 hours for the Ludum Dare game jam
- **Paper Plane Game:** Built flying game in Unity3d to explore dynamic audio in FMOD Studio
- **iColtrane:** Built MIDI instrument that explores John Coltrane's famous circle of fifths diagram
- **LED Christmas Light System:** Designed and built embedded system that reacts to music
- **iMat:** Interactive floor projection installation with virtual games like soccer and pong
- **Music Box:** Designed and built a handsfree MIDI musical instrument for mixing music live

Education

Tufts University — Medford, MA

- Bachelor of Science in Computer Science, May 2018