

Liam Brady

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Privacy-focused software engineer with 5+ years of experience in web browser technologies, cryptography, and stakeholder management.

Experience

Google, Seattle, WA

Software Engineer III — November 2021 - Present

- Contributed to the design and implementation of the `<fencedframe>` element and Privacy Sandbox APIs for Chromium, achieving 5% adoption across all Chrome page loads.
- Took ownership of a privacy-preserving Chromium API for ad frame reporting, balancing ads, security, and privacy stakeholder needs and driving 94% YOY usage increase.
- Conducted a comprehensive audit of all permissions-gated features and sandbox directives, identifying fingerprinting and cross-channel communication risks and establishing privacy protocols for their interaction with fenced frames.
- Contributed to the writing, maintaining, and reviewing of WICG specifications for Privacy Sandbox APIs, establishing future web ecosystem standards.

Viasat, Boston, MA

Software Engineer — July 2018 - November 2021

- Led a team modernizing a mission-critical deployment management tool to scale with VS-3 satellite launch and its associated network expansion.
- Collaborated directly with stakeholders to onboard their team to the deployment tool, identifying existing deficiencies and implementing key features that removed workflow blockers.
- Rapidly designed and implemented a robust approval request system as part of a companywide push for more accountability.
- 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 C++, C#, and Java to middle and high school students and assisted with their projects.
- Designed tutorials for using digital and electronic parts, e.g. LED strips and motor shields.

Skills

- **Languages:** C++ | C | JavaScript | Python | C#
- **Technologies:** Linux CLI | Bash | Git | SQL | AWS | JIRA | Figma | Unity

Projects

- **Going Home (C#/Unity):** Created an abstract exploration game in 48 hours for the Ludum Dare game jam, coming in 1st place out of 735 entries for mood and 3rd place for audio.
- **iColtrane (Arduino, C++, Max/MSP):** Designed, built, and programmed an expressive MIDI instrument that explores John Coltrane's famous circle of fifths diagram and its associated harmonic properties.
- **LED Christmas Light System (Arduino, C++, Processing/Java):** Designed, built, and programmed a light system that reacts to music in real time with customizable color and animation settings.

Education

- **Tufts University**, Bachelor of Science in Computer Science, May 2018