Liam Brady

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Experience

Viasat, Boston, MA

Software Engineer II/Team Lead — February 2020 - Present

- 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.
- Led the refactor of our front end from vanilla Javascript/jQuery to React.

Software Engineer I — July 2018 - February 2020

- Implemented modern cryptography algorithms for legacy embedded hardware in C.
- Conducted user testing to inform the team on how to implement new features

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.

Wolfram Research, Somerville, MA — Software Engineering Intern — April 2014 - June 2014

- Designed a program that matched a problem created with the Problem Generator to its common core fulfillment.
- Tested and debugged explorations used to teach people the Mathematica language.

Skills

- Python, Django, React, JavaScript, jQuery, C, C++, UnityScript (C# based), Linux CLI, Bash, PostgreSQL, AWS, Jira, Git, Sketch, Figma

Projects

- 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 and programmed a MIDI interface to explore and physically play 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
- Low-poly First Person Shooter: Made using Unity3d to learn networking protocols
- 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
- 3.73 GPA