

Bradley S. Nishida

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EDUCATION	UNIVERSITY OF CALIFORNIA, LOS ANGELES – Los Angeles, CA		Expected Graduation 2021
	Bachelor of Science in Electrical and Computer Engineering, technical breadth in Computer Science, 135/182 units		
RELEVANT COURSES	Introduction to Computer Science I & II Differential Equations Introduction to Computer Organization Circuit Theory I	Logic Design of Digital Systems Introduction to Electrical Engineering Systems and Signals Introduction to Computer Graphics	
COMPUTER SKILLS	Languages: C++, C#, C, Java, Python, HTML, CSS, JavaScript, MATLAB Tools: Git, MS Office, MS Visual Studio, Eclipse, Unity, Arduino, Android Studio, Figma Frameworks: Node.js, Angular, Bootstrap, Vuforia		
PROJECTS	Portfolio Site		October 2019
	<ul style="list-style-type: none">Designed and created HTML/CSS site to house my personal portfolio		
	Spider-Man Disintegration		June 2019
	<ul style="list-style-type: none">Created a 3D model of Spider-Man in JavaScriptImplemented a dissolving particle effect on the model by performing matrix transformations on each cube, such as translation, scaling, and rotation		
	Path-Following Mobile Robot		June 2018
	<ul style="list-style-type: none">Used an Arduino Nano to test and integrate several components (IR and visible light LEDs, phototransistors, gearmotors)		
	Health Tracker		November 2017
	<ul style="list-style-type: none">Built a mobile application that tracked UCLA dining hall nutrition factsUtilized Node.js and the React Native framework		
	Desert Emblem		June 2016
	<ul style="list-style-type: none">Developed a strategy board game in Java based on Nintendo's Fire Emblem seriesImplemented two-player chess-like gameplay and working GIF animation		
WORK EXPERIENCE	COACH & CREW – Los Angeles, CA		July 2019 - Present
	Software Engineer		
	<ul style="list-style-type: none">Self-taught full-stack development, HTML, and CSS for web applicationsOrganized the Coach page of the Coach and Crew website in a MEAN stack configurationWireframed Coach and Crew website through Figma		
	CLIK MEDIA – Irvine, CA		
	Software Engineering Intern		Summer 2017
	<ul style="list-style-type: none">Developed digital marketing strategiesSelf-taught full stack web development		
	NOSTROMO EMERGING TECHNOLOGIES – Tustin, CA		
	Software Engineering Intern		Summer 2016
	<ul style="list-style-type: none">Managed several key augmented reality projectsDeveloped augmented reality applications for Android and iOS using Unity Engine and VuforiaUtilized the 3D animation, camera, lighting, and physics aspects of UnityDesigned UI/UX for mobile applications		
LEADERSHIP	BOY SCOUT TROOP 578 – Anaheim, CA		June 2009 – April 2016
	Eagle Scout		
	<ul style="list-style-type: none">Eagle Scout Project: built two mobile bulletin boards for Beckman High School in September 2014Excelled in project management and team leadershipElevated communication, written and oral presentation skills		