Bradley S. Nishida

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES – Los Angeles, CA   Expected Graduation March 2021
B.S. in Electrical and Computer Engineering, technical breadth in Computer Science, 135/182 units

RELEVANT COURSES

Introduction to Computer Science I & II	Logic Design of Digital Systems
Differential Equations	Systems and Signals
Introduction to Computer Organization	Introduction to Computer Graphics

SKILLS

Languages: C++, C#, C, Java, Python, HTML, CSS, JavaScript, MATLAB
Frameworks: Node.js, Angular, Express.js, MongoDB, Bootstrap, Vuforia
Tools: Git, Unity, Arduino, Figma

WORK EXPERIENCE

COACH & CREW – Los Angeles, CA
Software Engineer   July 2019 - Present
- Work in an agile team to build a next-generation social networking web application allowing users to explore coaching and team forming options for various sports
- Develop and maintain a web user interface for coaches using Angular, Bootstrap, HTML5, and CSS
- Implement a responsive web login form to the Coach & Crew main page using MongoDB, Express.js, Angular, and Node.js
- Wireframe the Coach & Crew website using Figma

NOSTROMO EMERGING TECHNOLOGIES – Tustin, CA
Software Engineering Intern   Summer 2016
- Led and managed several key augmented reality applications for Android and iOS using Unity and Vuforia
  - ETA Advertising - port and ship models
  - BMW - rotating car model in front of video advertisement
  - NFL - running football player and stadium models
- Utilized the 3D animation, camera, lighting, and physics in Unity
- Designed UI and UX for mobile applications

PROJECTS

Spider-Man Disintegration [JavaScript]   June 2019
- Designed and built a 3D model of Spider-Man using Garett Ridge's tiny-graphics.js framework
- Implemented a dissolving particle effect on the model by performing matrix transformations on each cube, such as translation, scaling, and rotation

Path-Following Mobile Robot [Java, Arduino]   June 2018
- Used an Arduino Nano to test and integrate several components such as IR and visible light LEDs, phototransistors, and gearmotors
- Engineered and tested a robot to complete a course while maximizing efficiency

Health Tracker [JavaScript, Node.js, React Native]   November 2017
- Built a mobile application that tracked UCLA dining hall nutrition facts
- Utilized Node.js to catch data from the UCLA Housing website
- Designed application for Android and iOS using React Native

Desert Emblem [Java]   June 2016
- Developed and designed a strategy board game based on Nintendo's Fire Emblem series
- Implemented class-based characters and turn-based gameplay

LEADERSHIP

BOY SCOUT TROOP 578 – Anaheim, CA   June 2009 – April 2016
Eagle Scout
- Eagle Scout Project: built two mobile bulletin boards for Beckman High School in September 2014
- Excelled in project management and team leadership
- Elevated communication, written and oral presentation skills