

Bradley S. Nishida

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| EDUCATION | UNIVERSITY OF CALIFORNIA, LOS ANGELES – Los Angeles, CA Pursuing a Bachelor of Science in Electrical and Computer Engineering with a technical breadth in Computer Science, 135/182 units | Expected Graduation 2021 |
| 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, Android Studio Frameworks: Node.js, Angular, Bootstrap, Vuforia | |
| PROJECTS | Spider-Man Disintegration <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 | June 2019 |
| | Path-Following Mobile Robot <ul style="list-style-type: none">Used an Arduino Nano to test and integrate several components (IR and visible light LEDs, phototransistors, gearmotors) | June 2018 |
| | Health Tracker <ul style="list-style-type: none">Built a mobile application that tracked UCLA dining hall nutrition factsUtilized Node.js and the React Native framework | November 2017 |
| | Desert Emblem <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 | June 2016 |
| WORK EXPERIENCE | COACH & CREW – Los Angeles, CA 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 using Angular.JSWireframed Coach and Crew website through Figma | Summer 2019 |
| | CLIK MEDIA – Irvine, CA Software Engineering Intern <ul style="list-style-type: none">Developed digital marketing strategiesSelf-taught full stack web development | Summer 2017 |
| | NOSTROMO EMERGING TECHNOLOGIES – Tustin, CA Software Engineer Intern <ul style="list-style-type: none">Managed several key augmented reality projects<ul style="list-style-type: none">ETA Advertising - port and ship modelsBMW - rotating car model in front of video advertisementNFL - running football player and stadium modelsDeveloped 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 | Summer 2016 |
| LEADERSHIP | BOY SCOUT TROOP 578 – Anaheim, CA Eagle Scout <ul style="list-style-type: none">Eagle Scout Project: built two mobile bulletin boards for Beckman High School in September 2014Project management and team leadershipCommunication, written and oral presentation skills | June 2009 – April 2016 |