

Brady Norum

bnorum1@pride.hofstra.edu • (508) 667-1934

[linkedin.com/in/braden-norum](https://www.linkedin.com/in/braden-norum) • github.com/bnorum • bradynorum.com

EDUCATION

Hofstra University | Uniondale, NY

May 2025

B.A. in Computer Science | GPA: 3.8/4.0

Relevant Courses: Mobile App Development, Data Structures, Automata Theory, Numerical Methods

Honors and Activities: Dean's List, Campus Television (Executive Board)

TECHNICAL SKILLS

Programming Languages: Java (Advanced), Python (Advanced), C# (Advanced), Dart(Advanced), C++ (Intermediate)

Relevant Skills: Pandas, Scipy, Sympy, Numpy (Python), React (JS), Flutter (Dart), Figma

Creative: Unity, Adobe Suite, Blender, Fusion360, Ren'py

PROJECTS

Norum Karaoke | Personal Project

Fall 2023

- A mobile app utilizing **Flutter**, which creates a seamless Karaoke experience, centered around user customizability.
- Accesses a lyric file database to automatically sync lyrics to uploaded sound files, or allows users to sync lyrics themselves.
- Began as a project for CSC175 at Hofstra University, became a personal project.

WordPairGen | Class Project

Fall 2023

- Created a simple Flutter project which generates pairs of words from a predefined array.
- Calls **OpenAI API** to generate definitions for the words.
- Used as an intro project for the course, expanded upon it by using AI.

Pseudo-Assembly Virtual Machine | Class Project

Fall 2021

- Created a small virtual machine in C++ which is able to take sixteen unique instructions, and uses six registers. Can be coded in, or fed files.
- Created over the course of three weeks as a midterm project.

PROFESSIONAL EXPERIENCE

Unity/C# Instructor | theCoderSchool | Syosset, NY

June 2023 -

- Instructing over 25 students to help them create games in **Unity**.
- Teaching fundamental practices of programming, UI, and game design.

UI and Art Lead | Project Pop | Boston, MA

March 2023 -

- Working with a team of six individuals to create a game in **Unity**.
- Coordinating art and sound assets with both the art and programming teams to create a seamless transition between visuals and gameplay mechanics .
- Creating and implementing UI mockups from Figma to Unity.

INTERESTS

- Essay and prose writing, production of long-form video essays and storytelling.
- Making small video games, for entertainment or for game jams.
- Multi-instrumental musician and artist.