

# Brady Norum

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## EDUCATION

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**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

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**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

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**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 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.

**Pseudo-Assembly Virtual Machine | Class Project**

**Fall 2021**

- 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.

## PROFESSIONAL EXPERIENCE

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**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

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- 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.