Braden Norum

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Education

Hofstra University   **Hempstead, NY**
Computer Science, B.A. Minor: Mathematics   **Sep 2021 - May 2025**
GPA: 3.9/4.0

Relevant Coursework: Data Structures, Numerical Methods, Automata Theory, Computer Architecture
Honors: Dean's List, Provost's List

Technical Skills

Programming Languages: Python (Advanced), Java (Advanced), C++ (Intermediate), JS (Basic), SQL (Basic)
Relevant Skills: Git, GitHub, Pandas (Python), Scipy, Sympy, Numpy (Python), React (JS)
Creative: Adobe Suite, Blender, Fusion360, Unity

Projects

Pseudo-Assembly Language | Class Project   **Nov 2022**
- 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.
- Coded over the course of two weeks.

Digimap | Personal Project   **Sept 2022 -**
- An interactive tabletop RPG app for mobile devices coded in React Native.
- Working on with a group of two people.

Experience

Social Media Manager | HEAT Network   **May 2022 -**
- Management of social media platforms to promote campus television show *Director's Cut.*
- Asset production and animation done in **Adobe Creative Suite.**
- Part of *Director's Cut*'s executive board.

Freelance Animation | Thermo Fisher Scientific   **June - Aug 2022**
- Brief animation produced to showcase products at trade shows.
- Animations produced in Adobe Photoshop, then adapted to presentation format.
- Worked closely with presenters to keep animation faithful to product.

Interests

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