

# Bradley Cao

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## Education

### Georgia Institute of Technology

Bachelor of Science in Computer Science

GPA: 4.00 / 4.00

Atlanta, GA

May 2024 - June 2026

### University of Maryland

GPA: 3.87/4.00

College Park, MD

August 2023 - May 2024

## Technical Skills

**Languages:** Python, Java, C, C++, C#, HTML/CSS, JavaScript, OCaml/F#, Rust, Assembly

**DevTools:** Git/GitHub, Linux, Visual Studio Code, IntelliJ, Jupyter Notebooks, Docker, Unity, Android Studio

**Libraries/Frameworks:** NodeJS, OpenCV, NumPy, Pandas, PyTorch, Tensorflow, Flask, React, NLTK, Django

## Coursework

Computer Systems, Discrete Structures, Organization of Programming Languages, Algorithms, Machine Learning, Computer Vision, Artificial Intelligence, Data Structures, Critical Infrastructure

## Work Experience

### George Mason University

#### Research Assistant

Fairfax, VA

July 2023 - August 2023

- Utilized Python and fine-tuning of ChatGPT 3.5 LLM to create a chatbot for addressing community questions about climate change by integrating into a website platform

### George Mason University

#### ASSIP Summer Internship

Fairfax, VA

June 2022 - August 2022

- Principal developer, designer and leader of "The Cold Front", a serious game development project raising awareness on the war in Ukraine
- Demonstrated the use cases of serious games in promoting important messages to players on the importance and relevance of global geopolitical events in everyday lives

### Thomas Jefferson High School for Science and Technology

#### Student System Administrator (Sysadmin)

Alexandria, VA

June 2021 - June 2023

- Lead Sysadmin in charge of school network resources, separate from public school system network
- Developed and maintained critical and essential technological resources used by students and faculty on a daily basis, including the school intranet, webmail, workstations, compute clusters, and signages

## Projects

### Multicast Mobile

August 2022 - July 2023

- Novel technology demonstration Android mobile application for IP multicasting live streaming via automatic multicast tunneling and multicast to unicast translation as part of research in collaboration with IETF MOPS and MBONED working groups
- Work presented at Internet Engineering Task Force meeting 114 in the MBONED working group to industry professionals and researchers

## Additional Interests

Languages: Conversational in Chinese

Interests: Aerospace/Rocketry; Motor Racing; Gaming; Swimming; Sports