Brad Leyden

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www.bradleyden.com
github.com/bradleyden

Skills

Programming:
HTML, CSS, JavaScript, Ruby, Rails, Python, Node.js, SQL, jQuery, Git, Linux

Software:
After Effects, Maya, Unreal Engine, Illustrator, Photoshop

Projects

Tic-Tac-Toe
HTML, CSS, JavaScript

Tic-Tac-Toe game built on a custom game engine. Communicates with a pre-built API to save game data and store display player stats.

Project 2
Ruby, Rails, JavaScript, HTML, CSS

TBD

Project 3
TBD

TBD

GA Capstone
TBD

TBD

Education

- Northwestern University
  - BS in Radio/TV/Film

Experience

General Assembly
WDI Student - June 2017 - Sept 2017

•Built full stack web applications using HTML, CSS, JavaScript, Ruby, and other tools.

•Managed projects from start to completion using Git for version control

•Worked individually and in teams to solve complex programming challenges

BBMC Mortgage Company
Marketing Specialist - Feb 2017 - June 2017

Worked to develop marketing materials such as interactive flyer templates. Served as an admin of a new CRM system and assisted with the transfer of customer data

Northwestern School of Communication
Animation Assistant - 2014-2016

Worked on a series of educational animated films set to music with feedback from medical professionals and test groups to ensure clarity and accuracy in both visuals and curriculum for a young audience

Center for Advanced Molecular Imaging
Student Animation Specialist – 2014-2015

Built 3D visuals and used Maya Embedded Language (MEL) Scripts to bring data to life in Maya for various visualization projects.