

# Brad Leyden

Full-stack Web Developer

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[www.bradleyden.com](http://www.bradleyden.com)  
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## Skills

### Programming:

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

### Software:

After Effects, Maya, Unreal Engine, Illustrator, Photoshop, Nuke, Stencyl



## Projects

### Tic-Tac-Toe

*HTML, CSS, JavaScript, AJAX*

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

### GameBase

*Ruby, Rails, JavaScript, AJAX, HTML, CSS*

Full-stack video game database app that allows gamers to track progress through games across platforms. Uses a custom-built front end and API.

### Project 3

*TBD*

TBD

### GA Capstone



## Education

- Northwestern University Class of 2015
  - 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*

Developed 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