Brady Ledger

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PROFILE

Determined master's student in Computer Science at Uppsala University (Uppsala, Sweden).

Primary research interests in game development, graphics, multi-core/GPU architectures, performance optimisation, interaction (UI & UX), software design, computer vision.

Ambitions to work in game development. Strong Swedish Tech GPA.

EDUCATION

Uppsala University, Sweden – MSc Computer Science, 2013 - 2015

Activities and Societies: UTN Engineering and Science Union (International Committee), ACM-W Chapter, Uppsala Datavetare, Forsränningen.

Courses: Advanced Computer Architecture, Computer Graphics, High Performance Computing and Programming, Low-Level Parallel Programming, Advanced Software Design, Advanced Interaction Design, Advanced Visual Interfaces, Computer Image Analysis, User Interface Programming I & II, Advanced Computer Science Studies in Sweden, Universal Design and Evaluation, IT Systems and Human Factors, Functional Programming, Basic Swedish I & II.

Tongji University, China – MSc Software Engineering, 2014

Decided to leave following substantial concerns regarding quality of education.

Courses: Software Testing, Large-Scale Database Principles and Applications, Software Modelling and Design, Elementary Chinese, Chinese History and Culture, China's Socio-Economic Development.

University of Durham, UK – BSc (Hons) Computer Science, 2007 - 2011

Activities and Societies: St. John's College, University Volleyball team, Computer Society, Alternative Music Society.

Courses: Advanced Theory of Computation, Advanced Software Applications and Methodologies, Advanced Computer Systems, Software Engineering, Programming and Data Structures, Programming and Reasoning, Databases, Formal Aspects of Computer Science, Foundations of Computer Science, Beginner's German.

Bilborough College, UK – A/AS Level, 2005 - 2007

Activities and Societies: Student Executive, IT Representative.
Courses: English, IT, Philosophy & Ethics, Critical Thinking.

EXPERIENCE

Conference Assistant, Game Developers Conference China; Shanghai, PRC – 2014

IT Support, Kirk Hallam Community Technology College; Ilkeston, UK – 2012 - 2013
Senior iOS and OS X admin role, and general network admin.

IT Manager, St John's College; Durham, UK – 2010 - 2011
Initiated new I.T. committee regarding services for the colleges; think-tank member.

PROJECTS

DirectX/D3D Game Programming – ongoing, Personal

Pedestrian Simulation Optimization with OpenCL – 2015, Low-Level Parallel Programming

UX Design for Memory Loss – 2015, Universal Design and Evaluation

Augmented Reality with Unity – 2014, Advanced Visual Interfaces

Realtime GLSL Shadow Casting – 2014, Computer Graphics

WebGL Pong with Physics Engine – 2014, UI Programming II

Multi-Lingual Calendar Application – 2014, UI Programming I

DungeonQuest Board Game Software Modelling – 2013, Software Design

Morphological Image Processing – 2010 - 2011, Bachelor Thesis
Improvements on Fingerprint Recognition through Morphological Image Pre-Processing.

IBM Software Engineering Program – 2008 - 2009, Software Engineering

SKILLS

C, C++, Java, Objective-C, DX11.2/D3D/HLSL, OpenGL/GLSL, OpenCL, Standard ML, Erlang, HTML5, WebGL, JS, SQL, Matlab, AppleScript. OS X, Unix, Solaris, Windows. Visual Studio, Blender, Unity, LaTeX, desktop publishing suites, creative suites, AV editing.

Native English speaker (British). Intermediate level Swedish.
Elementary level Korean, Chinese (Mandarin), German, French, Spanish.

Leadership and team management skills.

ACHIEVEMENTS

Expected GPA: ≥ 4,5 / 5

Human-Computer Interaction Statement of Accomplishment with Distinction, Coursera Inc.
Grade of 97.1% in Human-Computer Interaction (Stanford University Online).

Additional: Shortlisted for IBM UK Extreme Blue 2010.
Memberships: ACM, SIGGRAPH, Interaction Design Association, Third Thursday UX / Interaction Design Forum (Uppsala).

REFERRALS

Dr. Mikael Laaksoharju, PhD	Dr. Edith Ngai, PhD	Mahdad Davari, MSc
Programme Director and Director of Studies	*Senior Lecturer and Programme Director*	*PhD candidate in Computer Architecture*
Division of Visual Information and Interaction	Division of Computer Systems	Division of Computer Systems
Dept. of Information Technology	Dept. of Information Technology	Dept. of Information Technology
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