

# Brady Ledger

Graduating student in M.Sc. Computer Science  
Interests in Computer Graphics and GPUs  
Uppsala University, Lund University

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## Education

- 2016-2017 M.Sc. Thesis in Computer Graphics, Lund University, Sweden  
[Minimising Light Leakage in Real-Time Photon Splatting](#).
- 2013-2017 M.Sc. in Computer Science, Uppsala University, Sweden GPA: 4.6/5.0
- 2014-2014 M.Sc. in Software Engineering, Tongji University, People's Republic of China. Some college.
- 2007-2011 B.Sc. Hons. in Computer Science, University of Durham, United Kingdom  
Bachelor dissertation in morphological image processing.

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## Experience

- 2015-2016 Consultant C# WPF Developer, Uppstuk AB, Sweden
- 2014-2014 Conference Assistant, Game Developers Conference China, People's Republic of China

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## Skills

- Programming C/C++, Java, C#, DX11/12, OpenGL, CUDA, NVIDIA OptiX, OpenCL, Matlab.
- Language English (*native*); Swedish (*limited working proficiency*);  
Mandarin Chinese, Korean, French, German, Spanish (*elementary*).

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## Projects

- 2016 UC Berkley Computer Graphics & Imaging course projects.
- 2015 [DirectX/D3D Concepts](#): implementations of various common [rendering practices](#) and engine creation for DX11 and DX12.
- 2015 [Parallelism Optimisation](#): Low-level parallel implementations of an open-source pedestrian simulation, using SIMD, OpenMP and OpenCL.
- 2015 [Augmented Reality with Unity3D](#): study into interaction design and virtual control.
- 2014 [Realtime GLSL Shadow Casting](#): graphics course mini-project on shaders.
- 2014 [WebGL Pong with Physics Engine](#): small [game](#) development project highlighting UI mechanics.

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## Involvement

- Achievements VG (Pass with Distinction) - All Chinese language electives (Dalarna Högskolan, Sweden)
- Organisations ACM, SIGGRAPH (Student Member); Sweden China Forum (Committee Member)

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## Referrals

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