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 and user interaction/experience.

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

EDUCATION

Uppsala University, Sweden — MSc Computer Science, 2013 - 2016

Activities and Societies: UTN Engineering and Science Union (International Committee), ACM-W Chapter, International Buddy Group Leader, 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.

Additional courses: Basic Chinese Training, Chinese Speech and Writing, Chinese Oral Proficiency (*taken at Dalarna University as an elective*).

Tongji University, People's Republic of China — MSc Software Engineering, 2014

Decided to leave following substantial concerns regarding scope 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, U.K. — BSc (Hons) Computer Science, 2007 - 2011

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

EXPERIENCE

Consultant WPF Tools Developer, Uppstuk AB; Uppsala, Sweden — 2015 - 2016

C# development for an automation software company.

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

GPGPU Image Processing with CUDA – Ongoing, NVIDIA Udacity course

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++, C#, Java, Objective-C, DX12/11/HLSL, WPF, OpenGL/GLSL, OpenCL, CUDA, Functional Programming, HTML5, WebGL, JS, SQL, Matlab. OS X, Unix, Solaris, Windows. Visual Studio, Blender, Unity, LaTeX, publishing suites, creative suites, AV editing.

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

Leadership and team management skills.

ACHIEVEMENTS

GPA: 4,53 / 5   (Swedish 5-point system)

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

Memberships: ACM, ACM-W, SIGGRAPH, Interaction Design Association.

REFERRALS

Dr. Mikael Laaksoharju, PhD
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