

# Brady Ledger

MSc Computer Science student  
Interests in Computer Graphics and GPUs  
Uppsala University

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## Education

- 2013- 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. Left due to discrepancies in advertised programme.
- 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, OpenCL, CUDA, 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](#): a study into interaction with virtual buttons.
- 2014 [Realtime GLSL Shadow Casting](#): a graphics course mini-project.
- 2014 [WebGL Pong with Physics Engine](#): a small Three.js [game](#) with various interaction 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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## Refferals

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