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.

Courses: Advanced Computer Architecture, Computer Graphics, High Performance Computing and 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, Functional Programming, Basic Swedish.

Tongji University, China — MSc Software Engineering, 2014

Quit 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 Developer's 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

Augmented Reality with Unity – Current, Advanced Visual Interfaces
UX Design for Memory Loss – Current, Universal Design and Evaluation

Realtime GLSL Shadow Casting – 2014, Computer Graphics

WebGL Pong with Physics Engine – 2014, UI Programming II
Project Manager. Team of 3 international students.

Multi-Lingual Calendar Application – 2014, UI Programming I
Project Manager. Team of 6 international students.

DungeonQuest Software Modelling – 2013, Software Design
OO-structured software architecture design of complex fantasy board game.

Morphological Image Processing – 2010 - 2011, Bachelor Thesis
Improvements on Fingerprint Recognition through Morphological Image Pre-Processing.
Dissertation project. Written paper and Java application.

IBM Software Engineering Program – 2008 - 2009, Software Engineering
Design and build a GPS-geocaching application for the Windows Mobile 5 platform.
Cross-site team collaboration. 2nd place of 15 teams.

SKILLS

Java, C, C++, Objective-C, OpenGL + GLSL, ML, Erlang, HTML5 + WebGL, JS, SQL, Matlab,
AppleScript. OS X, Unix, Linux, Solaris, Windows.
LaTeX, desktop publishing suites, creative suites. Blender, Unity, AV editing.

Native English speaker (British). Elementary Swedish, Chinese, French, German, Spanish.
Recently started learning Korean.

Leadership and team management skills.

HONOURS

HCI Statement of Accomplishment with Distinction, Coursera Inc.
For achieving 97.1% in Human-Computer Interaction course provided by Stanford
University. Studio grading track. Top 1%.

Additional: Shortlisted for IBM UK Extreme Blue 2010.
Memberships: Association for Computing Machinery, New York Times Developer Network,
Interaction Design Association, Third Thursday UX / Interaction Design Forum (Uppsala).

REFERRALS

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