BRADLEY ANDERSON

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EDUCATION

University of Illinois at Urbana-Champaign   Expected Graduation: May 2017
Bachelor of Science in Computer Engineering
Coursework
Operating Systems, Artificial Intelligence, Virtual Reality, Algorithms, Data Structures, Educational Game Design, Computer Security, Computer Security Laboratory, Probability and Statistics, Analog Signal Processing, Digital Systems Laboratory, Power Circuits, Digital Music Synthesis

EXPERIENCE

University of Illinois Chicago – College of Medicine   August 2014 - Present
IT Technical Assistant
- Assist College of Medicine students and staff with technical issues
- Provide on-site technical support to College of Medicine staff at Carle Hospital and Presence Covenant Medical Center

Wilmot Mountain   November 2011 – January 2015
Ski Instructor
- Instructed young children in the basics of skiing
- Worked in a team to assess skill level of students and ensure that students receive proper instruction

Six Flags Great America   June 2014 – August 2014
Retail
- Worked independently in stroller, wheelchair, and ECV rentals
- Responsible for maintaining store, interacting with customers, and responding to issues

SKILLS

Languages: C#, Python, C, C++, Java, SQL/SQLite, Bash, x86 assembly, Rust, HTML, CSS, JS
Tools: Unity3D, Visual Studio, Linux CLI, Vim, Git, SVN, LaTeX, Microsoft Office, Eagle
Soft Skills: Project Management

PROJECTS

TiledLoader   Fall 2016
Unity editor extension providing support for loading 2D tile maps into Unity for 2D and 3D games
Dear Leader   Summer 2016
In-development multi-threaded city simulator which utilizes SQLite databases to manage data
Unity Terrain Generator   Summer 2016
Procedural terrain generation asset for Unity with custom user interface
Fighting Game   Summer 2015
2D multiplayer fighting game similar to Super Smash Brothers
PyZelda   Fall 2014 – Spring 2015
Implementation of The Legend of Zelda: Link's Awakening in a custom game engine

LEADERSHIP

ACM Gamebuilders   January 2015 - Present
- Vice Chair and Competition Chair (2016-2017)
  - Assist Chair with all responsibilities and act as Treasurer for club
  - Plan, organize, host, and serve as Project Manager for regular 12 to 24-hour game jams
  - Prepare and present technical tutorials on game development techniques and technologies

AWARDS

HackIllinois 2017 Staff Pick   February 2017
Rust Cookbook