

BRADLEY ANDERSON

Contact Information

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Address

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EDUCATION

University of Illinois at Urbana-Champaign
Bachelor of Science in Computer Engineering

Expected Graduation: May 2017

Relevant Courses

- *Completed:* Computer Security I, Artificial Intelligence, Computer Systems Engineering, Data Structures, Probability and Statistics, Analog Signal Processing, Virtual Reality, Algorithms and Models of Computation, Digital Systems Laboratory, Power Circuits and Electromechanics
- *Ongoing:* Educational Game Design, Computer Security Laboratory, 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, HTML, CSS

Tools: Unity3D, Visual Studio, Linux CLI, Vim, Git, SVN, LaTeX, Microsoft Office, Eagle, Oscilloscope

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