

BRETT KOLODNY

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EDUCATION

University at Buffalo, State University of New York

- International Christian University (ICU) – Tokyo Japan – Study Abroad
- Major: Computer Science

Sep 2015 -
2020

EXPERIENCE

theCoderSchool – Code Coach

- Taught 15 students (ages 6 – 18) the fundamentals of programming starting with Scratch and then moving to languages like Python, JavaScript, and Java.
- Developed 43 project based curriculum for each student, slowly increasing the complexity of each project to match the student's skill level.

Jan 2019 -
Current

Merchant Financial – Intern

- Developed a Python program using Azure's Computer Vision API to automate the process of separating checks by client, eliminating over 2 hours of toil per week.
- Built a document viewing program in Electron to interact with the company's Salesforce application through the Salesforce REST API.

Jun 2019 -
Aug 2019

LEADERSHIP

Resident Advisor – University at Buffalo

- Worked with 16 other Resident Advisors in organizing 12 academic and social social programs for our residents.
- Acted as a mediator and enforced campus living rules for 34 residents.

Aug 2016 -
May 2017

President – University at Buffalo Association of Computing Machinery

- Organized weekly meetings and workshops.
- Coordinated with companies for networking events and sponsorships.

May 2019 -
May 2020

PROJECTS

Mancala – Multiplayer Web Application

- Full stack implementation of Mancala built with an Elixir/OTP backend, Phoenix server, and ReasonML/React frontend.
- Game logic is handled using Rust native interface functions (NIFs).
- Players use a unique link with which they can invite friends to play and see real time game updates.

Tech: Elixir/OTP, Phoenix, ReasonML/JavaScript, React, Rust

Distributed Publisher-Subscriber System

- Distributed publisher-subscriber system where users can subscribe to topics or specific publishers and be notified when a message is posted.

Tech: JavaScript, Node, ExpressJS, Docker

Memory Game – Study Application

- Cross-platform application where users create decks of cards consisting of materials they wish to memorize.
- Game consists of matching one side of a card with its other side.

Tech: JavaScript, Node, Electron, HTML/CSS

Incantation Catastrophe

- Top-down retro style game where players have to survive as long as possible against waves of enemies.

Tech: Rust, Amethyst, Blender
