BRETT KOLODNY

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EDUCATION

University at Buffalo, State University of New York   **Sep 2016 - Current**
- International Christian University (ICU) – Tokyo Japan – Study Abroad (Sept 2017 – Jun 2018)
- Major: Computer Science, Minor: Japanese

Expected Graduation: 2020

EXPERIENCE

Coach – theCoderSchool   **Jan 2019 - May 2019**
- Taught students (ages 6 – 18) fundamentals of programming starting with Scratch and then moving them onto languages like Python, JavaScript, and Java.
- Worked with students to develop a curriculum catered to their interests and learning speed.

Intern – Merchant Financial   **Jun 2019 - Aug 2019**
- Wrote a program in Python using Azure's Computer Vision API to automate the process of separating checks by client.
- Built a document viewing program in Electron to externally interact with the company's Salesforce application.

LEADERSHIP

Resident Advisor – University at Buffalo   **Aug 2016 - May 2017**
- Worked with 16 other Resident Advisors in organizing programs to establish appropriate standards for community living.
- Acted as a mediator and enforce campus living rules for 34 residents.

President – University at Buffalo Association of Computing Machinery   **May 2019 - Current**
- Organize weekly meetings and workshops.
- Coordinate with companies for networking events and sponsorships.

PROJECTS

Ghost – UBHacking 2016 2nd Place   **Sep 2016**
- Virtual reality horde-type game where players draw symbols using Vive controllers to eliminate enemies.

Tech: C#, Unity3D, Oculus Rift, Blender

Distributed Publisher-Subscriber System   **Oct 2018**
- Distributed publisher-subscriber system where users can subscribe to topics or specific publishers and be notified when they post a message.

Tech: NodeJS, ExpressJS, Docker

Memory Game – Study Application   **Dec 2018**
- 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: NodeJS, ElectronJS, HTML/CSS

Incantation Catastrophe   **Mar 2019**
- Top-down retro style game where players have to survive as long as possible against waves of enemies.

Tech: Rust, Amethyst, Blender