BRETT KOLODNY

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EDUCATION

University at Buffalo, State University of New York — **Sep 2016 - Current**

- International Christian University (ICU) – Tokyo Japan – Year study abroad (Sep 2017 – Jun 2018)
- Major: Computer Science, BS; Minor: Japanese

Expected Graduation 2020.

EXPERIENCE

Resident Advisor – University of Buffalo — **Aug 2016 - May 2017**

- Worked with 16 other Resident Advisors in organizing programs to establish appropriate standards for community living.
- Responsible for enforcing all housing rules as specified by University at Buffalo Campus Living.
- Act as mediator between 34 residents to resolve conflicts.

Coach – The Coder School — **Jan 2019 - Current**

- Teach students (ages 6 – 18) fundamentals of programming starting with Scratch and then moving them onto languages like Python, JavaScript, and Java.
- Work with students to develop a curriculum catered to their interests and learning speed.

PROJECTS

Self-Regulating Hydroponics: UB Hacking 2015 1st Place — **Nov 2015**

- Water culture hydroponics system that monitors and adjusts the system's pH level, temperature, and lighting automatically as well as displays the logged data on a dashboard through a local webserver in real-time.
- Tech: Arduino, Flask, MySQL, Python

Morning Commute: BigRedHacks 2016 Finalist — **Sep 2016**

- Virtual reality infinite-runner game where players use a Myo Armband to drive against traffic and avoid hitting cars.
- Tech: Blender, Myo, Oculus Rift, Unity3D

Ghost: UBHacking 2016 2nd Place — **Nov 2016**

- Virtual reality horde-type game where users draw symbols using Vive Controllers to cast spells and kill enemies.
- Tech: Blender, HTC Vive, Unity3D

Simple Publisher-Subscriber System — **Oct 2018**

- Distributed pub/sub system where subscribers can subscribe to topics or specific publishers and be notified when they post a message.
- Tech: Docker, ExpressJS, Node

Memory Game Study Application — **Nov 2018**

- Cross-platform application where users create decks of "cards" consisting of material they wish to memorize.
- Game consists of matching one side of a card with its other side.
- Tech: ElectronJS, HTML/CSS, Node