

Brayden Smith

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Summary

Dynamic, fast learning, hard worker with a strong background in team leadership, business and project management, and creative problem-solving. BS Computer Science: Game Design (UCSC, 2024) graduate skilled in data engineering, full-stack development, and user support. Proficient in Python, C, C#, C++, and PostgreSQL. Currently pursuing CompTIA A+ certification! Eager to provide exceptional IT support. Proficient in developing and troubleshooting in Windows environments. I understand working for a company means taking part in something that is bigger than myself, so I can promise nothing short of my best always!

A Few of Many Technical Projects

Full-Stack Social Media App — Apr 2025

- Developed a Flutter-based social media app with Twitter-like threads, follower/following system, and real-time updates using Firebase Authentication and Firestore for secure user management and data storage.
- Implemented responsive UI and optimized backend queries, reducing data retrieval time and enhancing user experience.
- [github.com/bsmit104/Aura]

Patient Tracker Database — Full-Stack Web App — Feb 2025

- Deployed a Django-based patient system on Render with PostgreSQL, real-time search, and Chart.js visuals (e.g., diagnosis heatmaps).
- Implemented secure staff login, role-based access control, CSV export, action history, and edit logs for 100+ mock records with Bootstrap UI.
- [github.com/bsmit104/PatientDataTracker]

Multiplayer Dodgeball Game — Game Dev — Sep 2024

- Led a team to build a real-time multiplayer Unity game with Photon Fusion, synced for up to 10 players.
- Prototyped extensively using Miro and Figma for an engaging experience & frequently conducted playtests for user feedback.
- [bsmit104.github.io/BALLISTIC_WEB/]

Explore projects in my portfolio (bsmit104.github.io/website3.0)

Recent Experience

Assistant Manager — Spirit Halloween, CA — Aug 2024–Nov 2024

- Optimized work flows for efficient time management of tasks and provided solutions to unique situations.
- Managed inventory and employees ensuring a beautiful store and strong employee workflows. Regular heavy lifting 50+ pounds.
- Practiced social skills with exemplary customer service and fostering a feel good, hard working environment for all associates. One of the highest earners in Spirit of Children donations alongside one of the highest donation per checkout percentages.

Residential Assistant — UCSC, CA — Aug 2023–Jun 2024

- Planned and facilitated events for students, fostering community engagement and enhancing residential life.
- Managed supplies, student, and resources efficiently to ensure all student needs were met using UCSC database systems.
- Provided problem-solving support to students, enhancing their campus experience through attentive and personalized assistance.

I've been offered promotions at every job I have worked! (where there were higher roles)

Education

UCSC, Santa Cruz, CA — Aug 2020–Jun 2024

- B.S. in Computer Science (Game Design) 3.5 GPA
- *Coursework:* Algorithms, Programming Patterns, Databases, ML, Game Design

Alongside always self teaching new software, design, and programming skills!

Studying for CompTIA A+ Cert currently.

Skills & Tools

- **Programming:** Python, C, C#, C++, JS/TS, SQL, HTML/CSS, PowerShell
- **Tools/Frameworks:** Unity (Photon Fusion), Unreal Engine, Django, Bootstrap, Chart.js, Flutter, pandas, learning Jira
- **Databases/Cloud:** PostgreSQL, Render, Git/GitHub, Firebase, Huggingface for AI models
- **Design:** Figma, Penpot, Godot
- **Soft Skills:** Microsoft Office, Highly Efficient, "How Can I Improve?" Mentality, Strong Communication, Interpersonal Skills, Creative Problem Solving and Team Management

Thank you for your time and this opportunity!