

# Brad Kraemer Jr.

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## EXECUTIVE SUMMARY

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Software Engineer with **5+ years of professional experience** as a software developer of embedded systems and cybersecurity. Extensive proficiency in **Unity** through long-term hobbyist exploration and hands-on projects, showcasing a strong foundation in game development and a passion for continuous learning in the field.

## WORK EXPERIENCE

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### Performance Software Co.

*Project Engineer / Software Engineer*

**July 2019 – Present**

*Metairie, LA*

- Created multiple applications using **C++** for managing and interacting with other applications including over **70 cross-board messages** for an on-aircraft hardware using **Docker** as part of a large team spanning multiple time-zones.
- Gained full-project life-cycle experience and knowledge developing for DO-178B certification for software that runs on **223 A220 Aircraft** and over **300 A320 Aircraft**.
- Designed project planning documents, development workflows and worked testing verification using a custom tool during project completion for the safety critical systems on the **Blue Origin New Shepard Rocket**.
- Received multiple awards for: managing difficult clients, excellent system communication, hosting events, and the **Performance Software Big Splash award for 2023**.

## RELATED EXPERIENCE

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- Competed in and Hosted the Performance Game Jam with “Ishing”, where it placed **1<sup>st</sup> in Theme and 2<sup>nd</sup> overall**.
- Competed in the Mini Jam 106: Frogs with “Dungeon Dice Frogs”, where it placed **15<sup>th</sup> in Concept and 44<sup>th</sup> overall out of 297 entries**.
- Competed in the 2021 IndieTales Game Jam with “One Room Dungeon”, where it placed **15<sup>th</sup> in Creative Expression of Theme and 64<sup>th</sup> overall out of 286 entries**.
- Play some of my published games on [Itch.io](https://itch.io)

## EDUCATION

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### University of Louisiana at Lafayette

*Bachelor of Science in Computer Science with concentration in Game Design*

**May 2019**

*Lafayette, LA*