# Kyle Bridburg

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## Project and Work Experience

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| *Current*<br>June 2016 | **Game Developer**<br>*Relax :)*<br>Current project in Unity3D, solo designed and developed everything from game concept to current state. Programmed a perlin noise based procedural land generation system using threading. Also scipted a functioning, auto focusing third person camera. Currently working on art assets and implementing class structure. |
| *Current*<br>August 2016 | **Biologically Plausible Spiking Neural Network**<br>JavaScript implementation a biologically plausible spiking neural network framework based on the specifications in J. E. Smith, Biologically Plausible Spiking Neural Networks, self-published monograph, Missoula MT, June 19, 2015. Currently working to expand individual neuron learning capability. |
| July 2016 | **Level Designer at techx**<br>Designed levels for HackMIT 2016 Velociraptor Escape Puzzle. Identified interesting problems and designed levels to highlight various unique facets of the unique programming language created for the puzzle. Created a tool for conversion of puzzle ideas to playable format for testing. |
| Jun-July 2016 | **Data Analyst at McGovern Institute**<br>Developed a tool to sync up, display and deliver relevant statistics given large sets of Fiber Photometry data and behavioral/location data in Matlab. Created simple method for data navigation and manipulation. |
| June 2016 | **Genetic Investment Algorithm**<br>Engineered a genetic algorithm for development of investing strategies across historical data sets. Future plans to increase gains and implement real time investing. |
| Spring 2016 | **Non-Dominant Disaster**<br>Worked with a team of four to create a boardgame utilizing an underrepresented skill in that game space, namely multitasking. Presentation: **http://tinyurl.com/gv5v2nv** |

## Education

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| 2018 | **Massachusetts Institute of Technology**<br>BS in Computer Science and Engineering<br>Gpa: 4.1/5.0 |

## Relevant Coursework

**6.01:** Introduction to EECS
**6.004:** Computation Structures
**6.005:** Elements of Software Construction
**6.042:** Mathematics for Computer Science
**CMS.617:** Intro to Game Design

## Relevant Skills

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| **Programming** | JavaScript, C#, Python, HTML/CSS, Java, MatLab |
| **Game Design** | Unity, GameMaker Studio, Blender |

## Activities

Game Design Club, MIT EMS, Phi Kappa Theta