Kyle Bridburg

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Project and Work Experience

Current | Game Developer
June 2016 | *Relax :)*
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 | Biologically Plausible Spiking Neural Network
August 2016
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**
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.

June-July 2016 | Data Analyst at **McGovern Institute**
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
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
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

2018 **Massachusetts Institute of Technology**
BS in Computer Science and Engineering
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

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

Activities

Game Design Club, MIT EMS, Phi Kappa Theta