KYLE BRIDBURG

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EDUCATION

BS in Computer Science and Engineering Class of 2018
Massachusetts Institute of Technology, GPA: 4.1/5.0

SKILLS AND INTERESTS

Skills	JavaScript, C#, Python, HTML/CSS, Java, MatLab, Unity, GameMaker Studio, Blender
Activities	Game Design Club, MIT EMS, Phi Kappa Theta
Coursework	Computation Structures, Elements of Software Construction, Math for Computer Science Intro to EECS, Intro to Game Design

PROJECTS

"Relax :)" May 2016 - Present

- Current project in Unity3D, solo designed and developed everything from game concept to current state.
- Developed a perlin noise based procedural land generation system using threading.
- Scipted a functioning, auto focusing third person camera in order to reduce cognitive load on the player.
- Currently working on art assets and implementing class structure.

Biologically Plausible Spiking Neural Network August 2016 - Present

- Implementation a biologically plausible spiking neural network framework in JavaScript.
- Currently working to expand individual neuron learning capability.
- Based on: J. E. Smith, Biologically Plausible Spiking Neural Networks, self-published monograph, Missoula MT, June 19, 2015.

Genetic Investment Algorithm June 2016

- Engineered a genetic algorithm for development of investing strategies through training on historical data sets.
- Future plans to increase gains and implement real time investing.

Non-Dominant Disaster Spring 2016

- Worked with a team of four to create a boardgame utilizing an underrepresented skill in that game space, namely multitasking. Presentation at **http://tinyurl.com/gv5v2nv**

WORK EXPERIENCE

Data Analyst at McGovern Institute June - July 2016

- Developed a tool to sync up, and display relevant statistics given large sets of fiber photometry data and behavioral data in Matlab.

Level Designer at techx July 2016

- 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.