

Kyle BRIDBURG

229 COMMONWEALTH AVE BOSTON, MA
KBRIDBUR@MIT.EDU | 1 617 921 7479
WWW.KYLEBRIDBURG.COM

PROJECT AND WORK EXPERIENCE

<i>Current</i> JUNE 2016	Game Developer <i>Relax :)</i> 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 scripted a functioning, auto focusing third person camera. Currently working on art assets and implementing class structure.
<i>Current</i> AUGUST 2016	Biologically Plausible Spiking Neural Network 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.
JUN-JULY 2016	Data Analyst at MCGOVERN INSTITUTE, Boston 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.

EDUCATION

2018	Massachusetts Institute of Technology BS in COMPUTER SCIENCE AND ENGINEERING GPA: 4.1/5.0
2014	Belmont High School GPA: 3.6/4.0

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, CSharp, Python, HTML/CSS, Java, MatLab
GAME DESIGN	Unity3D, GameMaker Studio, Blender