# 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

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|---|---|
| **Skills** | JavaScript, C#, C++, Java, ElasticSearch, HTML/CSS, Python, React, Django, MatLab |
| **Activities** | Game Design Club, MIT EMS, Phi Kappa Theta |
| **Coursework** | Elements of Software Construction, Computation Structures, Math for Computer Science Computational Photography, Computer Graphics |

## WORK EXPERIENCE

**Software Engineering Intern for Rev.com** June - August 2017

- Developed and shipped real time full text search feature for a website with thousands of users.
- Created a process to automatically sync and handle versioning of documents in search database.
- Designed an efficient process for transferring and reformatting large amounts of data.

**Software Engineering Consultant for The MBA Exchange** January 2017

- Full stack development with another engineer to create a data storage platform for a small company based in Boston.
- Worked with non tech-savy business to develop realistic schedule and meet project deadlines.

**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.

## PROJECTS

**"Relax :)"** May - October 2016

- 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.
- Scripted a functioning, auto focusing third person camera in order to reduce cognitive load on the player.

**Biologically Plausible Spiking Neural Network** August 2016

- 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.