

Brady Shi

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Education

University of California, San Diego

Bachelor of Science in Computer Engineering (Expected Jun 2017)

- Cumulative GPA: 3.52/4.00
- Tau Beta Pi Honors Society (Jan. 2015 – Present)

Work Experience

Lockheed Martin, San Diego, CA (Feb. 2015 – Apr. 2017)

Software Engineering Intern

- Created a multi-threaded Java program that utilized REST API and DDS requests to illustrate command and control (C2) unit analyses
- Wrote service that asynchronously decides how to deal with data from multiple C2 services, and caches/displays the relevant data accordingly
- Designed and built a data visualization web app using React/Redux and ES6 to show eventual capabilities of C2 unit operations
- Implemented new data manipulation functionalities for a web application utilizing AngularJS and Express
- Projects were demoed on multiple occasions to potential adopters, senior engineers, and the like

Projects

bradyshi.com

React/Redux/ES6 Website

- Written using React, Redux, and Sass on the front-end
- PostgreSQL back-end manages all displayed projects and blog posts
- Build system using Gulp facilitates quick development as well as cross-browser compatibility

Various Graphics Programming Projects

C++/OpenGL/DirectX/Unity Applications

- An assortment of programming projects developed to learn the fundamentals of graphics programming
- Features animation, physics simulations, VR applications in Unity (C#), and more
- Projects (with video) can be seen on bradyshi.com

Skills

Primary Languages: Java, C/++, C#, Python,
HTML/CSS/JavaScript

Familiar with: Android, React, Redux
AngularJS, Express, Gulp

Tools: JMockit, Git, Mercurial, Vim, VS2015