

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

Work Experience

Lockheed Martin, Software Engineering Intern (Part-Time), *San Diego, CA (Oct. 2016 – Mar. 2017)*

- Designed and created an interactable timeline to monitor past and present command and control unit operations, using React, Redux, and vis.js
- Facilitated quick development as well as cross-browser compatibility through use of Gulp build system
- Developed a near-instantaneous state synchronization solution by utilizing WebSockets

Lockheed Martin, Software Engineering Intern, *San Diego, CA (Jun. 2016 – Sep. 2016)*

- Worked on a team to develop a Java solution to illustrate command and control unit analyses
- Improved algorithms and sped performance by up to 30x on state synchronization logic
- Enhanced flexibility of the program's state management; eventual migration to a new IDL required only 1 day
- Wrote a multi-threaded solution for asynchronously monitoring REST API and DDS data sources
- Assisted with demoing the project to LM clientele at the Lockheed Martin Center of Innovation

Lockheed Martin, Software Engineering Intern, *San Diego, CA (Feb. 2015 – Sep. 2015)*

- Saved weeks of potential manual documentation, by writing a Java program that leveraged Crucible's API to ensure that 100% of team's code had been code reviewed
- Became the go-to team reference for Mercurial and mocking API (JMockit) related queries and issues

Projects

bradyshi.com, *React/Redux/ES6 Website, Node.js backend*

- Redux state management allows for efficient fetching and display of data from PostgreSQL database
- Cross-browser compatible on all major desktop browsers (Edge, Chrome, Firefox, Safari)

Image Renderer, *C++ Graphics Project*

- Renders 3D images given light sources, models, model materials, and model coordinates
- Path tracer handles multiple bounces, materials with differing BRDFs (e.g. Lambertian, Ashikhmin)
- Corrects aliasing through supersampling, as well as jittering and Shirley mapping

Anchor, *Android Project for UCSD Software Engineering course*

- Real-time discovery and geolocation of students looking for study groups
- Lead front-end Android developer on team of 10, as well as main presenter for project demo

Skills

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

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

Tools: Git, Mercurial, Vim, VS2015