Brady Shi

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Education

University of California, San Diego   *Sept. 2013 – Present (Expct. Jun 2017)*
Bachelor of Science in Computer Engineering (in progress)

- Cumulative GPA: 3.49/4.00
- Tau Beta Pi Honors Society (Jan. 2015 – Present)
- William Stout Scholarship Recipient (2014)

Work Experience

Lockheed Martin, *San Diego, CA*   *Feb. 2015 - Present*
Software Engineering Intern

- Created a multi-threaded Java program that utilized ReST API requests to illustrate command and control (C2) unit analyses
- Wrote service that asynchronously decides how to deal with data from multiple services, and caches/displays the relevant data appropriately
- Implemented new features for a ReSTful web application utilizing AngularJS and Express
- Demoed program on multiple occasions to senior engineers (and the like)
- Created a Java program that asserted that all testing related code had been code reviewed
- Prototyped a clustering solution for failover capabilities of two databases running HSQLDB

Projects

Anchor *(Class Project)*   *Mar. 2015 – June 2015*
Android Application (Lollipop)

- Features study group discovery and interaction by geolocation through utilization of Google Maps API
- MySQL backend keeps track of all study groups
- Adhered to Material Design guidelines

Tanky McTankFace *(Class Project)*   *Mar. 2016 – June 2016*
OpenGL Application

- OpenGL application meant to demonstrate core concepts related to computer graphics
- Featured techniques such as shadow mapping, collision detection, etc.
- Written in C++ and GLSL

Skills

Primary Languages: Java, C, C++   **Familiar with:** Android, SQL, MongoDB, AngularJS, Angular 2, Express, Gulp

Tools: JMockit, Git, Mercurial