

# BRADLEY ANDERSON

## Contact

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## Web

branderson.io  
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## EDUCATION

**University of Illinois at Urbana-Champaign**

May 2017

Bachelor of Science in Computer Engineering

### **Coursework**

Operating Systems, Artificial Intelligence, Virtual Reality, Algorithms, Data Structures, Educational Game Design, Computer Security, Computer Security Laboratory, Probability and Statistics, Analog Signal Processing, Digital Systems Laboratory, Power Circuits, Digital Music Synthesis

## EXPERIENCE

**University of Illinois Chicago – College of Medicine**

August 2014 - Present

*IT Technical Support*

- Assist College of Medicine students and staff with technical issues
- Provide on-site technical support to College of Medicine staff at Carle Hospital and Presence Covenant Medical Center

**Wilmot Mountain**

November 2011 – January 2015

*Ski Instructor*

- Instructed young children in the basics of skiing
- Worked in a team to assess skill level of students and ensure that students receive proper instruction

**Six Flags Great America**

June 2014 – August 2014

*Retail*

- Worked independently in stroller, wheelchair, and ECV rentals
- Responsible for maintaining store, interacting with customers, and responding to issues

## SKILLS

**Languages:** C#, Python, C, C++, Java, SQL/SQLite, Bash, x86 assembly, Rust, HTML, CSS, JS, SystemVerilog

**Tools:** Unity3D, Visual Studio, Linux CLI, Vim, Git, SVN, LaTeX, Microsoft Office, Eagle, Quartus

**Soft Skills:** Project Management

## PROJECTS

**Pathfinders**

Winter 2016

*Asymmetric multiplayer VR game made in Unity*

**TiledLoader**

Fall 2016 - Present

*Unity editor extension providing support for loading 2D tile maps into Unity for 2D and 3D games*

**Dear Leader**

Summer 2016 - Present

*In-development multi-threaded city simulator which utilizes SQLite databases to manage data*

**Unity Terrain Generator**

Summer 2016

*Procedural terrain generation asset for Unity with custom user interface*

**Smash Game**

Summer 2015

*2D multiplayer fighting game similar to Super Smash Brothers with experimental learning AI*

**PyZelda**

Fall 2014 – Spring 2015

*Remake of The Legend of Zelda: Link's Awakening in a custom game engine*

## LEADERSHIP

**ACM Gamebuilders**

January 2015 - Present

- Vice Chair and Competition Chair (2016-2017)
  - Assist Chair with all responsibilities and act as Treasurer for club
  - Plan, organize, host, and serve as Project Manager for regular 12 to 24-hour game jams
  - Prepare and present technical tutorials on game development techniques and technologies

## AWARDS

**HackIllinois 2017 Staff Pick**

February 2017

*Rust Cookbook*