

AIDAN BRADY

EDUCATION

- Georgia Institute of Technology**, Atlanta, GA August 2016 - Present
- GPA: 3.97 / 4.00 (Major: 4.00 / 4.00)
 - Bachelor of Science in Computer Science — Focus on Artificial Intelligence + People
 - Anticipated Graduation: December 2019
 - Honors: Gold Scholar, Zell Miller Scholar, Faculty Honors

PROFESSIONAL EXPERIENCE

- Two Sigma** · *Software Engineering Intern* · New York, NY Summer 2019
- Developed, tested and integrated a low-latency order relay allowing trades from a multi-billion dollar order book to be translated and forwarded to a next-generation order routing system.
 - Created a streamlined interface for testing order execution on different exchanges, now used as the internally-standard tool for performing UAT trades.
- Microsoft** · *Software Development Intern* · Redmond, WA Summer 2017, 2018
- Managed Microsoft Developer Blog (microsoft.com/developerblog) — organizing content pipeline, planning advertisement campaign, prototyping website additions, and orchestrating product roadmap for engineering and business administrators.
 - Implemented Azure App Service hosting solutions for Microsoft communications platforms, with GitHub-based continuous deployment for web assets.
- Microsoft** · *Software Development Intern* · Redmond, WA Summer 2015
- Partnered with Microsoft Research to redesign and optimize a compatibility layer allowing for the Touch Develop programming language to communicate with a popular video game.
 - Designed and taught intro-to-Java programming course to high school students, collaborating with Developer Experience division leadership to plan and host event.
- Microsoft** · *Keynote Speaker* · San Francisco, CA April 2015
- Demoeed prototype Microsoft software at Build 2015 conference, presenting to an audience of over 5,000 in-house engineers and over 200,000 online.
- Georgia Tech** · *Research at College of Computing* · Atlanta, GA 2012 - 2014
- Developed Java-based discussion software allowing for students and teachers to easily hold class discussions at school and abroad, as well as a Java-based game, PeerChess, featuring socket-based peer-to-peer chess with a built in chat framework.

NOTABLE PROJECTS

- Portfolio Tracking** · *JavaScript / Node.JS / Bootstrap* 2018 - Present
- Created an online platform allowing users to track and analyze their investment portfolios over time with major U.S. brokerages in a single unified hub.
- Sandy Springs Conservancy** · *iOS / Swift* 2014 - 2018
- Developed an official informational app for Sandy Springs parks, with a content retrieval framework that allows for database changes to be distributed across app installations without requiring a full update.
- Mekanism** · *Java* 2011 - Present
- Created and developed Mekanism, a large-scale 'Minecraft' add-on featuring new content, now matured with over 25 million downloads and a large active community.

RELATED SKILLS

Languages: Java (mastery), Swift, C (proficiency), C++, C#, Python, JavaScript (familiarity)
Frameworks: Android, Azure, Bootstrap, Docker, Git, Gradle, iOS, Jenkins, MongoDB, MySQL, Node.JS
Concepts: Client/server networking, caching and optimization, graphical design, software distribution, API development and documentation, project management and cooperative development