

BRAEDY KUZMA

Developer

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Sherwood Park, Alberta

kuzi117.github.io

braedykuzma

kuzi117

ORCID

LANGUAGES

C/C++

Python

MIPS

C#

LaTeX

Java

Bash

JS

HTML

CSS

SKILLS

Windows Development

Linux Development

Unity

Software Optimisation

Math Enthusiast

Physics Interest

Technical Writing

Technical Speaking

ABOUT ME

Passionate and hardworking developer eager to create compelling worlds and experiences. Avid learner looking to build and improve skillsets.

EXPERIENCE

Compiler Developer (Intern) | IBM Canada

09/2014 – 08/2016

Markham, Canada

- Developed backend for Swift on z/OS
- Project won "People's Choice, Exhibit of the Year" at [CASCON 2016](#)

EDUCATION

Master of Science | [University of Alberta](#)

09/2018 – 08/2021

Edmonton, Canada

- GPA: 3.9
- [Thesis](#) focused on low-level optimization in compilers
- Collaborated with IBM on LLVM, an industry standard compiler framework
- Made advances in automated use of state-of-the-art, high-performance hardware
- Won a Catherine Descheneau Teaching Assistantship Award

Bachelor of Science, Honors | [University of Alberta](#)

09/2012 – 04/2018

Edmonton, Canada

- GPA: 3.6
- [Computer Game Development Certificate](#)
- Awards:
 - Faculty of Science Academic Excellence Scholarship
 - University of Alberta Academic Excellence Scholarship
 - NSERC Undergraduate Student Research Award
 - Jason Lang Scholarship
 - Alexander Rutherford Scholarship
- President, Video Game Art and Design Club, 2017 – 2018
- Senior Representative, Undergraduate Association of Computing Science, 2017 – 2018

GAME PROJECTS

Gemma's Great Gambit | [Repo](#)

📅 01/2017 – 05/2017

- Implemented ground-up custom dialogue system; focused on ease of use for non-technical teammates
 - Cutscene management and hooks
 - Level design
 - Mechanics creation and implementation
 - Worked in six-person interdisciplinary team
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SpookyGame | [Repo](#)

📅 11/2014 – 12/2014

- Text adventure game in the [Twine](#) engine
 - Implemented unique time-based enemies and mechanics
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The Day I Died | [Repo](#)

📅 01/2014 – 04/2014

- Used Neverwinter Nights mod tools
 - Implemented stealth gameplay and various level mechanics
 - [Awards:](#)
 - Nominated in all Categories
 - Won Technical Achievement
 - Won Game of the Year
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RELATED PROJECTS

AutoRacer | [Repo](#)

📅 12/2021 – ongoing

- Uses [NeuroEvolution of Augmenting Topologies \(NEAT\)](#) in Unity
 - Learns to race cars around a track
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StarCraft 2 Tournament Manager | [Repo](#)

📅 09/2017 – 12/2017

- Automatically manages tournament between AI competitors
 - Distributed server/client model
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StarCraft: Broodwar Bot | [Repo](#)

📅 09/2014 – 12/2014

- Implemented advanced kiting and defensive strategies
- Highest rated bot for chosen race
- Won an award for most stable codebase in tournament