BRAEDY KUZMA

Developer

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Sherwood Park, Alberta

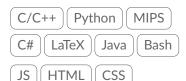
kuzi117.github.io

in braedykuzma

() kuzi117

ORCID

LANGUAGES



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

- **i** 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

- **i** 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

- **i** 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

SpookyGame | Repo

- **11/2014 12/2014**
- Text adventure game in the Twine engine
- Implemented unique time-based enemies and mechanics

The Day I Died | 😯 Repo

- **1** 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

RELATED PROJECTS

AutoRacer | 😯 Repo

- **1**2/2021 ongoing
- Uses NeuroEvolution of Augmenting Topologies (NEAT) in Unity
- Learns to race cars around a track

StarCraft 2 Tournament Manager | 😯 Repo

- **=** 09/2017 12/2017
- Automatically manages tournament between AI competitors
- Distributed server/client model

StarCraft: Broodwar Bot | 😯 Repo

- **1** 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