

Griffin Brodman

griffinbrodman.com | gb282@cornell.edu
908.907.4431 | 288 Century Way, Manalapan, NJ, 07726

Education

Cornell University

College of Engineering
GPA: 3.63 || Class of 2016
Major: Computer Science
Concentration: Software Engineering
Minor: Business

Skills

C, C++
C#, Java
Python, Flask
PHP, SQL, MongoDB
Javascript, jQuery
HTML & CSS
Farseeer, XNA
Netbeans, MIT Processing
JPA, Hibernate
Agile Methodology
Scrum, Kanban
Facilitation
ICAgile Certified Professional

Relevant Coursework

Discrete Structures
Object Oriented Programming
Data Structures
Functional Programming
Digital Logic & Computer Organization
UNIX Tools and Scripting
Systems Programming
Database Systems
Operating Systems
Artificial Intelligence
Business Entrepreneurship for Engineers
Corporate Entrepreneurship

Interests

Software Development
System Architecture
Game Design
Web Development
Business & Entrepreneurship
Cooking
Mental Wellness

Full portfolio at griffinbrodman.com

Work Experience

Development Management Intern

Summer 2015 || Los Angeles, CA || Riot Games
Served as lead development manager for Season 2016 of League of Legends. Coordinated work between teams, visualized workflow, regularly identified and removed roadblocks, rose visibility on risks and changes of scope. Used planning tools, Agile methodologies, and maintained communication channels to ensure successful, sustainable delivery. Assisted with story mapping, sprint planning, backlog grooming, and other assorted ceremonies.

Software Development Intern

Summer 2014 || Moorestown, NJ || Lockheed Martin
Worked as a full stack developer using Linux server for production and Windows environment for development. Used Java Persistence API (JPA) with the Hibernate Engine for data model on top of MySQL, and developed user interface using Eclipse RAP framework to deliver a browser based solution on a closed network. Full Lifecycle developer responsible for interfacing with customers and implementing requirements. Security clearance required.

Technical Operations Intern

Summer 2013 || Moorestown, NJ || Lockheed Martin
Worked on Event-Driven Weapons System Simulation for the Aegis System. Implemented software updates in C++ to increase code maintainability, and reduce redundancy. Wrote Bash scripts to maintain development environment. Generated documentation for code base. Security clearance required.

Manager & University Representative

Fall 2012 - Present || Ithaca, NY || Cornell Annual Fund
Managed program, providing technical assistance, motivating callers, and solving unexpected problems. Coached, mentored, and proactively shared fundraising strategies and best practices with new Annual Fund callers ensuring successful fundraising efforts. Handled personal information with extreme confidentiality, PCI compliant and trained.

Projects

Beck & Chuck

Farseeer, XNA
Arcadelike platformer, written with XNA. Served as Lead Programmer, architected the system, submitted dependency diagrams and design documents, managed, delegated, and contributed to programming efforts. Developed for a semester long, project based game design class.

Boids

Java, Netbeans, MIT Processing
This group project was a simulation of Craig Reynold's 1986 Boids experiment. Wrote the logical rules, designed the system, and implemented a realtime GUI for changing system parameters.

Qb

Arduino, Python
A collaborative group project, a 3-DOF accelerometer / gyroscope / magnetometer hooked up to an Arduino Uno was used to make a proof of concept for a rotation based computer peripheral. Responsible for the physics calculations and the data visualization component.