

Bradley C. Grimm

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OBJECTIVE

To develop insanely awesome software that causes all to marvel and appreciate life and the universe.

WORK/SERVICE

Sr. Software Engineer, Scientific Computing and Imaging Institute	2008 – Present
∞ Image processing software development for building connectomes. ∞ Designed automatic build system, general architecture, automated testing platform.	
Software Engineer at Sensory Sweep Studios	2007 – 2008
∞ Published title, <u>The Tale of Despereaux</u> , (Wii, Xbox 360, and PS2, PC). ∞ Managed Wii builds, Wii specific development, and testing.	
Jr. Software Engineer at SunGard WealthStation	2005 – 2007
∞ Worked on a financial cash flow engine, for use with financial planning software. ∞ Managed custom pdf serializer implementation.	
Full Time LDS Missionary Service	2003 – 2005
∞ Studied Spanish in order to teach, communicate, and translate. ∞ Taught biweekly English classes to the community.	
Programming Contest Judge and Reviewer for Topcoder.com	2003
∞ Reviewed and critiqued candidate's code for online competitions.	
Website Design and Development	1997 - 2003

EDUCATION

Master's Degree in Computing: Image Analysis
University of Utah, Spring 2011
GPA: 3.92

Bachelor's Degree in Computer Science
University of Utah, Spring 2009
GPA: 3.84

Associate's Degree in Computer Science
Salt Lake Community College, Fall 2006
GPA: 3.87

High School Diploma
Skyline High School, Spring 2002

EXPERIENCE

Development Experience

Languages	C++, Java , C# , Python, Matlab, jsp, php, Flex
Environments	SVN, CVS, Ant, IIS, Tomcat, Cmake, Visual Studio, XCode
Experience	Software Architecture, Cross Platform Development, Build/Test Environments
Systems	Windows, Mac OSX, Xbox 360, Wii, Playstation 2, Android, iPhone
Libraries	Trolltech Qt, XNA, OpenGL, Itk, Vtk

Programming Contests/Achievements

Senior Class Project – University of Utah
First place – Fortissimo Rhythm game (on website)

Artificial Intelligence Class Project
First place – Pacman videos (on website)

Microsoft Imagine Cup – Algorithm Track
Placed 14th/15th in the world (2008/2006)
Top ranked American (2008 & 2006).

Topcoder Development/Algorithm Competitions
Won cash prizes in multiple contests.

Eagle Scout Award – Boy Scouts of America
Awarded at age 13

Sterling Scholar Finalist, 2002

Areas of Education

Image Processing	∞	Robotics
3D Graphics	∞	Artificial Intelligence
Algorithms	∞	Linear Algebra
Physics	∞	Scientific Computation
Machine Learning	∞	Ray Tracing

Hobbies

Piano ∞ Drums ∞ Writing Music ∞ Puzzle Solving
Cycling ∞ Game Development ∞ Programming Contests