Clare Grady
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(217) 622-3839

Education

Bradley University - Peoria, IL August 2022 - May 2026
Bachelor of Science in Computer Science and a concentration in Game Technology; Minor in Game Design
Overall GPA: 3.92/4.00; Major GPA: 3.91/4.00
Six Times Dean's List Student

Job Experience

Software Engineer - GoodJava Software Solutions (Morton, IL) May 2025 - Current Date
- Worked on and improved legacy systems
- Wrote documentation about the legacy codebases the company worked with for internal use
- Wrote code to generate reports daily based on information from a database
- Worked on connecting a website's front end to display metrics from the database properly
- Worked on bug fixing support that was reported to the company by the clients
- Assisted in communicating and completing client goals

Vital Records Administrator - IDPH (Springfield, IL) May 2024 - August 2024
- Navigated government systems to acquire data to make reports for customers
- Worked with a team to get the customers' information

Associate - Panera Bread (Springfield, IL) May 2022 - August 2023
- Learned to work quickly and efficiently
- Learned how to delegate tasks
- Trained new employees

Accomplishment

Programming Team Lead - "Battle for Nebulon" Experience January 2025 - April 2024
- Developed a 3D local multiplayer video game experience to be presented at the Bradley FUSE event over the course of three months
- Managed the four-person programming team of this project, ensuring that the programming team hit the tight deadlines of this project
- Worked as a main programmer on the project, focusing on enemy AI and local multiplayer integration

Programmer - "Clash at the Coliseum" Video Game August 2024 - December 2024
- Developed a 3D video game on a ten-person team over the course of a school semester
- A main programmer on the team, focusing on enemy AI and attacks, as well as the player health system

Developer - "Pix_Perfect" Video Game September 2024 - December 2024
- Developed a 2D video game with one other person
- Worked as the main programmer for the game, focusing on player controller, attack system, and functional UI code

Skills

Project Management: JIRA, Teamwork, Trello, Spreadsheets, Slack
Programming Languages: Java, C++, C#, PHP, C (basic), Bash (basic), Assembly (basic)
Applications: AWS, Laravel, Docker, SQL, HTML, Unity, Git, JetBrains IDEs, Unreal (basic)