

# Grady Wright

## Computer Engineer

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## Education

### University of Kansas

Bachelor of Science

📅 May 2020

Major: Computer Engineering

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## Experience

### Software Engineer

Red Lens Games

📅 6/2022 - current

- Develop C++ for Minecraft: Bedrock Edition
- Design and implement features for projects on Minecraft
- Investigate and improve multiplayer performance for Minecraft Education Edition

### Software Engineer

SpaceX

📅 1/2021 - 5/2022

- Responsible engineer for software updates of satellites, user terminals, and gateways.
- Develop and maintain embedded c++ to software update vehicles
- Create and own multiple kubernetes microservice to manage te rollouts of software updates to over 1700 satellites and 150k user terminals.
- Evolve processes and tooling for keeping a fleet of low Earth orbit satellites on up-to-date software versions

### Software Engineering Intern

Garmin Ltd

📅 5/2019 - 8/2019

- Create large scale automated UI testing framework
  - Implement features and fix bugs for Garmin chart plotters using C
  - Work with image comparison algorithms to implement UI test validation
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## Involvement

### Tau Beta Pi

#### Engineering Honor Society

- Active member through volunteering, tutoring, and test preparation

### Eta Kappa Nu

#### IEEE Honor Society

- Active member through volunteering and coursework assistance
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## Skills

- Proficient with Python, C++, C, HTML/CSS/JS
  - Adept in developing microservices and embedded C++
  - Experience with Unreal Engine
  - Well versed working with kubernetes and istio
  - Proficient using OpenGL and CUDA
  - Experience with ray-marching and signed distance fields
  - Extensive experience with automated UI and regression testing
  - 3D modeling experience using Blender, AutoDesk Inventor 2018, OnShape
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## Honors and Awards

### First Place HackKU 2020

The University of Kansas

- 1st place in the FinTech track of KU's annual hackathon for development of peer-to-peer money transfer system

### Undergraduate Achievement Award

Eta Kappa Nu

- Awarded to top students in EECS 221 Electromagnetics
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## Projects

### Twitch Overlay

#### Computer Graphics

- OpenGL rendered mesh particle system that updates with information gathered from the Twitch API
- Communicates with Twitch API using HTTP/Websocket protocols written with Winsock
- Supports separate build for ray-marched SDFs allowing for soft-shadows and reflections

### Mooxter

#### HackKU 2020

- Peer-to-peer payment transfer system to utilizing everyday applications, such as Discord, Slack, Twitter
  - Allows for XRP to be sent utilizing the Xpring API
  - Utilizes Kubernetes to easily add interfaces and scale
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