Brendon Daugherty

UCLA 2019 | San Francisco, CA 94117 | bkdaugherty.github.io

Education

University of California: Los Angeles

June 2019
GPA: 3.8/4.0

Bachelor of Science, Computer Science, Magna Cum Laude

Relevant Courses

- EC ENGR C143A: Neural Signal Processing
- EC ENGR CM182: Science Technology and Public Policy
- CS 145: Data Mining
- CS 146: Machine Learning
- CS 161: Artificial Intelligence
- CS 246: Automated Theory and Reasoning

Distinctions

- Dean's Honor List
- Upsilon Pi Epsilon
- Eta Kappa Nu IEE
- Tau Beta Pi

Relevant Skills

Software Engineering	Data Science / AI	Web/App Development
Unix/Linux, Rust, C++, Java, Git, Bash, Python	Python (Numpy, Pandas, etc.), Lisp, Scala, Spark	Javascript, Nodejs, React, React Native

Work Experience

Facebook: Production Engineer   Sept 2019 - Present

- Assisted in the reassignment of millions of machines to new services to more efficiently spread our infrastructure, reducing the risk of potential service outages, and decreasing the required number of machines the Facebook fleet needed to operate successfully.
- Built command line tooling to drastically improve developer experience and system inspection abilities.
- Designed and maintained data pipelines and visualizations tracking a core rollout involving 20-30 engineers to better quantify progress towards milestones, and inform tactical decisions.
- Automated the movement of capacity buffer assignments to reduce operational load on fleet managers.

Playstation's Santa Monica Studios: Tools Programmer Intern

Summer 2018

- Automated deployment, of internal support services.
- Extended engine crash handler to export save files, and scripting callstacks to better analyze and reproduce errors in production reducing engineering time required to debug an issue.

Apple: FileMaker Software Engineering Intern   Summer 2017

- Developed the FileMaker Internal DevOps (FIDO) Chat Bot to increase team productivity by caching frequently asked questions, and by providing queryable status updates for management.

Projects

A Child's Journey

I worked with another developer and three artists as a part of Creative Labs at UCLA to develop the Oculus Touch experience *A Child's Journey* using Unity 3D.

Cypher

I worked as a Front End Engineer with a team of 5 other UCLA students to create Cypher, a mobile app for cryptocurrency micro investments. I worked on the mobile app using React Native.

Community Impact

The Coding School

Throughout college, every Friday morning I taught an introductory computer science class at The Lincoln Middle School in Santa Monica.

UCLA CS Teaching & Tutoring

Through UPE, HKN and TBP, I tutored for undergraduate courses, and as a Learning Assistant, I met with professors and TAs, helped out in discussion sections, and held office hours for students to ask questions.