

Brandon Truong

education

University of California, Los Angeles – BS in Computer Science

September 2019 – Expected June 2023, 3.88 GPA

Relevant Coursework: Algorithms and Complexity, Software Construction Lab, Data Structures (Intro to CS II), Operating Systems Principles, Digital Design Lab, Formal Languages and Automata Theory

skills

Concepts: OOP, Algorithms, Data Structures, Operating Systems, Processes/Threading, Locking/Mutexes

Languages: C++, C, C#, Python, HTML5, CSS3, Verilog, Java, Bash, R, Javascript

Technology: Unity, Android Studio, Linux OS, Xilinx ISE, Git, Photoshop, Figma

experience

ACM Game Studio, UCLA – Marketing and Game Jam Logistics

October 2020 – Present

- Organizes and hosts internal game jams such as **Studio Snowjam** and **LD49** with 80+ participants
- Boosted engagement by 270+ followers over 5 months for the club's **Instagram** through Figma graphics
- Game developer on itch.io totalling 3000+ views on projects like I'll Come Back to You and Hellscape

Regents Scholar Society, UCLA – Design and Tech Committee Member

October 2020 – June 2021

- Created bold event flyers with Canva for the organization's facebook with 1.1k members
- Overhauled the website for the Overnight Stay Program to 100 prospective students using HTML5 & CSS3

Peer Foundation, San Jose – Work Study Intern

June 2019 – July 2019

- Organized lessons on Scratch and TinkerCAD for a middle school class in the k-8 Techsploration Camp program
- Guided students in 5 weeks in their entrepreneurial proposal for the Operation Blue Sky program
- Expanded the program's future curriculum by setting up resources for learning Scratch, Python, and TJBOT

projects

Hellscape January 2021 – May 2021

- Developed and showcased a Metroidvania platformer on itch.io with 373 plays and 738 views on itch.io
- Implemented core game functionality in Unity and C# such as ground pounding, and interactables

C Ext2 Filesystem November 2021 – December 2021

- Assembled a EXT2 filesystem with a hello-world file, a symlink to hello-world, a root dir, and a lost+found dir
- Devised the superblock, group descriptor, inode and block bitmaps for a mountable ext2 image in C

BrandTruong.github.io September 2021 – October 2021

- Publicized a frontend static website through CSS, HTML, and JS and hosted through Github Pages that showcases contact and personal information

Verilog Obstacle Game November 2021 – December 2021

- Developed a game using the Nexys3 FPGA board with the PMOD JSTK module through a top-down approach
- Showcased game design to a play test group of ~30 people