

# Brandon Truong

Software Engineer | UI / UX Designer

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## Experience

June 2022 – September 2022 **Amazon, Seattle WA, SDE Intern**

- Implemented REST API endpoint to query internal testing database for 345+ QAs and SDEs
  - Redesigned front-end to display the aggregate of the latest 10 results in concise tables
  - Accompanied endpoints with AWS CloudWatch metrics and alarms to maintain >2.5% error rate
- Skills: Java, DocumentDB, React, JS, AWS

March 2022 **Riot Games, Los Angeles CA, Game Capture Player**

- Gameplay participant for in-game clips used in the 94% tomatometer scoring mockumentary [Players](#)
  - Created clip-worthy moments with a view count of 3 million in the trailer
- Skills: League of Legends

June 2019 – July 2019 **Peer Foundation, San Jose CA, Work Study Intern**

- Organized Scratch and TinkerCAD lesson in the k-8 [Techsploration Camp](#) program for 14 students
  - Guided 14 students in making their entrepreneurial proposal for the Operation Blue Sky program
  - Created example projects for the program's future curriculum to serve an additional 13K students
- Skills: Scratch, Python, TinkerCAD

## Organizations

October 2020 – Present **ACM Game Studio, UCLA, Marketing and Logistics**

- Organized game jams such as [Studio Snowjam](#) and [LD49](#) with over 80 participants
  - Handled logistics for our [Students Run Studios](#) program with over 200 participants
  - Engaged the community with bold flyers for the club's [social media](#)
- Skills: Figma, Unity, C#

January 2023 – Present **Gray Ravens, online, Design Team**

- Designed detailed infographics widely used in the global community
  - Contributed [wiki information](#) with 500K monthly impressions
  - Mocked a [redesign](#) of the site as part of envisioning the future of grayravens.com
- Skills: Figma

## Projects

2023 **Gray Ravens Mockup**

Gray Ravens is a [fan-site](#) with 500K monthly impressions dedicated to aggregating information for Punishing: Gray Raven, a mobile game by Kuro Game. This [web mockup](#) was made in Figma to help brainstorm a new website redesign.

Skills: Figma

2021 **Hellscape**

Hellscape is a metroidvania platformer available on [itch.io](#) with 512 plays and 1K views. Play as a demon baby trying to make his way through hell's different zones. Explore the depths of hell and unlock powerful abilities with baby demon's sheer willpower.

Skills: Unity, C#

## Education

2019–2023 **University of California – Los Angeles** – BS in Computer Science  
Dean's Honor List 2020 – 2021, Regents Scholar 2019 – 2023

## Skills

**Languages:** Java, C/C++, C#, Python

**Web Dev:** React, Javascript, Next.js

**Databases:** DocumentDB, MySQL, MongoDB

**DevOps:** AWS, Docker, Unix