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Brandon Truong

education

University of California, Los Angeles - BS in Computer Science

September 2019 - Expected June 2023, 3.88 GPA

Major Coursework: Algorithms and Complexity, Computer Systems Architecture, Software Construction Lab, Data Structures, Operating Systems Principles, Digital Design Lab, Formal Languages and Automata Theory

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
- Designs graphics using Figma for the club's Instagram that attracted 270+ followers over 5 months
- 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
- Updated 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

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

projects

Hellscape January 2021 - May 2021

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

C Ext2 Filesystem November 2021 - December 2021

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

BrandTruong.github.io September 2021 - October 2021

- Created a frontend static website through CSS, HTML, and JS and hosted through Github Pages
- Card-based website that provides relevant links to projects and contact information

Verilog Obstacle Game November 2021 - December 2021

- Developed a game using the Nexys3 FPGA board with the PMOD JSTK module and play tested by ~30 people
- Game logic designed through top-level approach while utilizing the joystick module as a data stream

skills

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

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

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