

Brandon Truong

education

University of California, Los Angeles – BS in Computer Science and Engineering

September 2019 – Expected June 2023, 3.894 GPA

Relevant Coursework: Algorithms and Complexity, Computer Systems Architecture, Introduction to Computer Organization, Software Construction Lab, Operating Systems Principles (in-progress)

experience

ACM Game Studio, UCLA – Marketing and Game Jam Logistics

October 2020 – Present

- Managed internal game jam logistics with emphasis on scheduling and team formation
- Planned out Ludum Dare 49 participation on campus with a total of 80+ participants
- Designed graphics using Figma for the club Instagram, gaining 270+ followers over 5 months

Regents Scholar Society, UCLA – Design and Tech Committee Member

October 2020 – June 2021

- Created event flyers with Canva for the organization's social media
- Updated the organization's website for 100 prospective Regents Scholars for the Overnight Stay Program

Peer Foundation, San Jose – Intern

June 2019 – July 2019

- Co-led the k-8 Techsploration Camp program, teaching a class of 15 on Scratch and Tinkercad
- Taught 15 students on how to create an entrepreneurial proposal in the Operation Blue Sky program
- Set up a Scratch guide, Snake coded in Python, and TJbot to expand the program's curriculum for future students

projects

Hellscape

January 2021 – May 2021

- Developed a Metroidvania platformer with a team of 10, reaching 338 plays and 646 views on itch.io
- Created core game functionality and ground pound mechanics using Unity and C#

I'll Come Back to You

January 2021

- Published a sidescroller visual novel developed in 60 hours on itch.io, obtaining 939 plays and 1668 views
- Programmed the player controller and set up scene interactions for the sidescroller aspect

RSSLA.org

January 2021 – March 2021

- Utilized CSS and HTML to update the website for prospective Regents Scholars
- Updated CSS stylesheet for future templating of website

skills

Python

Java

C++

HTML/CSS

C#

Unity

Figma

Bash

R

Git

Javascript

Photoshop

Android Studio

C

SQL