

# Brendan Horng

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## Employment

Since 2016 **Programmer for Escape the Room NYC** (New York, New York)

Escape the Room is an interactive game with two locations in New York City and many more in various other locations across the country. The company focuses on making fun, puzzle solving experiences for groups of people.

- Successfully launched a room with Escape the Room
- Improved communication skills with design teams to deliver a cohesive product
- Programming and maintaining a Unity Application (C#) for interfacing with interactive components

2016-2017 **Instructor for Zaniac** (New York, New York)

Zaniac is a K-8, after-school learning facility that inspires young children to learn math and technology. Courses have an emphasis in Science, Technology, Engineering, and Math (STEM).

- Organized learning objectives with students in a class setting
- Communicated with parents and coworkers to strengthen interpersonal skills

2015-2016 **Software Engineer for BrightLogic** (Midland Park, NJ)

BrightLogic is a company that does custom hardware and software design for clients. The company has strengths in engineering, functionality, design, and creativity. The client based company has been helping clients meet their goals and needs for the last 20 years.

- Produced engineering and design solutions for client based projects
- Constructed prototypes of consumer products for clients such as Step Revolution LLC
- Worked with technologies such as Unity, Cordova, Arduino, IoT applications, and various other embedded devices

## Projects

Since 2015 **Creation of a Toy Scripting Language**: Side hobby to create a small scripting language in C for the purposes of learning about compilers. A project that has been a joy to hack on the weekends.

2013-2015 **Locating and Identifying Viable Asteroids**: Lead Software Engineer for a project to create a system capable of being sent to asteroids to determine potential water content. The project was presented in Japan for the Super Science High School Convention in Hiroshima.

2014-2015 **High Energy Particle Detection**: Creation of a drift-tube style particle detector. The detector is based on the work down by researchers of the University of Pennsylvania, based on detectors used in the ATLAS at CERN.

## Education

Since 2016 **University at New York University, Tandon School of Engineering** (Brooklyn, NY).

Computer Science Major

Course Work Sampling:

- Data Structures and Algorithms
- Object Oriented Programming
- Discrete Mathematics

2012-2016 **High School at Bergen County Academies** (Hackensack, NJ).

Member of the Academy for the Advancement of Science and Technology.

Course Work Sampling:

- Multivariable Calculus
- AP Calculus BC
- Data Structures
- Artificial Intelligence
- AP Macro/Micro Economics
- Interactive Design

## Skills

Computer C++, Python, C#, HTML, JavaScript, OpenGL, Excel, Microsoft Word, Java, Unity, Linux Bash Scripting, Markdown, VIM, Lua, Arduino, MAKE, CodeBlocks, Cordova

## Activities and Interests

Hobbies Game creation and game design. Pixel art creation. Competing in Game Jams. Reading various genres of literature. I also enjoy to travel with my family.

Activities USACO - Gold Competitor

Hackathon Competitor - HackBCA II, HackRU Spring 2015