

# Brendan Horng

Specialties: C++, Python, Web Development, IoT  
Hardware/Software Developer, Student

## Employment

- Since 2016 **Programmer for Escape the Room NYC** (New York, New York)  
Work on Unity Application for interactive components of an escape the room game. Work closely with puzzle designers to link physical components of the room to present an immersive digital component.
- Since 2016 **Instructor for Zaniac** (New York, New York)
- 2015-2016 **Software Engineer for BrightLogic** (Midland Park, NJ)  
Worked on Unity Applications for the BrightLogic ActiveFloor, cross platform applications with Cordova, web design, circuits and code for DDR-like dance pad, IoT applications.

## Projects

- Since 2015 **Creation of a Toy Scripting Language**: Side hobby to create a small scripting language 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
- 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++, HTML, JavaScript, OpenGL, Excel, Microsoft Word, AutoCAD, Java, Python, C#, Unity, Linux Bash Scripting, Markdown, VIM, Lua, GIMP, Eclipse, Arduino, MAKE, CodeBlocks, Cordova, Circuit Board Construction
- Languages Spanish (Pleasant), Chinese (Conversational)
- Certification Lifeguard, First Aid

## 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

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