

SPEED DATE

A software engineer with a desire to achieve and a passion for tutoring, Brian's personable flair and can-do attitude allow him to tackle any challenge.

EXPERIENCE

Software Engineering Intern @ Microsoft Redmond, May 2019 - August 2019

- To be determined.

Platform Software Engineering Intern @ Roche Santa Clara, May 2018 - March 2019

- Delivered features, bug-fixes for enterprise-level digital pathology web app.
- Modernized app's tech stack, incorporating Angular 6 and PostGIS database.
- Implemented and benchmarked WebGL optimization for digital slide viewing and annotating, significantly improving performance and usability.

Web Developer @ CITRIS & Banatao Institute Merced, May 2017 - December 2018

- Led the Tech for Social Good program, promoting student-led initiatives for social impact along thrusts of agricultural technology, cybersecurity, etc.
- Built many sites in Drupal, emphasizing readability and maintainability.

Research Assistant @ VICE Lab Merced, August 2018 - December 2018

- Developed geospatial analysis solutions for hydrological and agricultural challenges by parsing and analyzing daily satellite imagery in C# and R.

Research Assistant @ MACES, NASA Merced, August 2017 - May 2018

- Expanded functionality of computational solid-state physics algorithms to derive and 3D-print Fermi surfaces utilizing Marching Cubes via Fortran.

EDUCATION

University of California, Merced August 2016 - December 2019

- B.S. Computer Science & Engineering (GPA: 3.83)

PROJECTS

Iterate (Mobile App Challenge 2017 Finalist) May 2017

- Actualized an educational mobile and web app that teaches programming, focusing on ideas over syntax, improving retention of abstract CS concepts.
- Created Java interpreter in C# with a Scratch-esque coding environment.

Ozone (Innovate to Grow 2018 Finalist) May 2018

- Designed, built and published a geotracking ReactJS web app to help users better understand sustainability initiatives on campus via MapBox, SQL DB.

LEADERSHIP

Executive Director @ HackMerced Merced, May 2018 - May 2019

- Coordinated UCM's 2019 hackathon, raising \$10,000, hosting 350 students.

Project Manager @ LearnBEAT Merced, May 2017 - May 2018

- Raised \$3,000 in funding via the National Science Foundation's Innovation Corps to bring K-12 STEM project-based learning to Merced County schools.

Founder @ Summer of Game Design Danville, June 2015 - July 2016

- Raised over \$25,000 after co-founding, designing, running, and teaching for an annual non-profit coding and game design summer camp.

SKILLS

years

Languages

C#	4+
Java	4+
HTML/CSS	4+
JavaScript	4+
VB.NET	2+
C++	2+
Python	1+
R	1+
Fortran	1+
C	1+

Programs

Unity3D	4+
Drupal	2+
Git	2+
Docker	1+
JIRA/Asana	1+

Tech Stacks

.NET	4+
MEAN	1+
MERN	1+

AWARDS

Chancellor's Honors List

(2016-2017)

Engineering Dean's List

(Fall 16, Spring 17, Fall 17)

Mobile App Challenge 2017

-Won \$5,000 grand prize

Innovate to Grow 2018

-Won \$2,000 finalist prize

CitrusHack 2018 Finalist

-"Second Place", \$1,500 in prizes

SDHacks 2018 Finalist

-"Third Place", \$750 in prizes

HackDavis 2018 Finalist

-"Best Environmental Hack"

HackFresno 2018 Finalist

-"Best Hardware Hack"

HackMerced 2017 Finalist

-"Best in Design"

PitchFest 2017 Finalist

-"Second Place"