

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

Platform Software Engineer @ Roche, Mountain View, CA May 2018 - August 2018

- Implementing Java microservices to replace traditional Drupal CMS.
- Improved server loading times, etc.

Web Developer @ CITRIS & Banatao Institute, Merced, CA May 2017 - Present

- Responsible for modernizing and maintaining CITRIS' online presence.
- Streamlined new hire onboarding practices to address CITRIS' high turnover rate, improving internal continuity.
- Built multiple sites utilizing the Drupal CMS and Acquia Dev Desktop, emphasizing on the readability and maintainability of systems.

Research Assistant @ MACES Fellowship, Merced, CA October 2017 - May 2018

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

EDUCATION

University of California, Merced, Merced, CA August 2016 - December 2019

- B.S. Computer Science & Engineering (GPA: 3.98)

PROJECTS

Iterate (Mobile App Challenge 2017 Finalist) May 2017

- Awarded \$5,000 grand prize in CITRIS' 2017 Mobile App Challenge.
- Built an educational mobile application that teaches coding, focusing on concepts over syntax, improving retention of abstract CS concepts.
- Created Java interpreter in C# with a Scratch-esque coding environment.

GIST (HackDavis 2018 Finalist) January 2018

- Architected Vuforia augmented reality mobile app, allowing consumers to better understand the food they are buying via scannable geometric icons.
- Incorporated OSISOFT HTTPS requests to provide live environmental data.

DigestQuest (HackMerced 2017 Finalist) September 2017

- Designed heuristic image processing (Tesseract.js OCR) web application to scan nutritional labels to count calories, helping reduce your caloric intake.

LEADERSHIP

Project Manager @ LearnBEAT, Merced, CA June 2017 - Present

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

Project Manager @ Sustainable Sites, ENGSL, Merced, CA January 2018 - May 2018

- Managed a team of twelve to design, build, and publish a geotracking web app to help users better understand sustainability initiatives on campus.

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

- Raised over \$25,000 after co-founding, designing, and running a non-profit coding and game design summer camp over a two year period.

SKILLS

years

Languages

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

Programs

Unity3D	4+
Drupal	2+
Android Studio	2+
Git	1+
MapBox	1+

Frameworks

.NET	4+
AngularJS	1+
jQuery	1+

Software Development
Project Management
Development Operations
UX/UI Design

AWARDS

Chancellor's Honors List

(2016-2017)

Engineering Dean's List

(Fall 2016, Spring 2017, Fall 2017)

CITRIS Mobile App Challenge

-Won CITRIS' MAC grand prize.

HackDavis 2018 Finalist

-Won "Best Environmental Hack".

HackMerced 2017 Finalist

-Won "Best in Design".

Pitchfest 2017 Finalist

-TESUM' second place prize.

LANGUAGES

English, Spanish