

## 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.
- Worked building MEAN stack technologies to allow for things to happen.
- Probably more things, but internship is just starting, so this is filler.

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

- Responsible for modernizing and maintaining CITRIS' online presence.
- Leading the Tech for Social Good program, promoting student-led initiatives for social impact, including the Mobile App Challenge, HackMerced, etc.
- Built multiple sites utilizing the Drupal CMS and Acquia Dev Desktop, emphasizing on the readability and maintainability of systems.

**Research Assistant @ VICE Lab**, Merced, CA August 2018 - Present

- Developing geospatial analysis solutions for hydrologic, agricultural, and sustainability problems utilizing the Google Earth Engine API via JavaScript.

**Research Assistant @ MACES, NASA MUREP**, Merced, CA August 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: 3.83)

## PROJECTS

**Iterate** (Mobile App Challenge 2017 Finalist) May 2017

- Built an educational mobile application that teaches coding, 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

- Managed a team of twelve to design, build, and publish a geotracking web app to help users better understand sustainability initiatives on campus.
- Designed ReactJS web app, incorporating MapBox, Facilities SQL database.

**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.

See 10+ more projects on my website: [brianhungerman.com](http://brianhungerman.com)

## LEADERSHIP

**Project Manager @ LearnBEAT**, Merced, CA 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.

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

### Programs

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

### Frameworks

.NET	4+
MEAN, MERN	1+

Software Development  
Development Operations  
UI/UX Design

## 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**  
-Won \$1,000 finalist prize

**HackDavis 2018 Finalist**  
-"Best Environmental Hack".

**HackFresno 2018 Finalist**  
-"Best Hardware Hack".

**HackMerced 2017 Finalist**  
-"Best in Design".

## LANGUAGES

English, Spanish