

BRIAN HUNGERMAN

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EXPERIENCE

Senior SOFTWARE ENGINEER @ APPLIED SCIENCES, MICROSOFT
Incubating novel A.I. user experiences with collaboration across W+D, MSR & ID.
· Developing full-stack functional prototypes across web & mobile platforms.

2025

Software ENGINEER @ A.I. PLATFORM, MICROSOFT
Shipped *Online Endpoints* to 50+ regions for *Azure OpenAI*, *Copilot*, *Office* & 3p.
· Scaled cloud infrastructure to serve trillions of inferences/month w/ 6 9's *SLA*.
· Optimized *Network Address Translation* to reduce *COGS* by \$10 million/year.
· Completed security, privacy & component governance audits as *Security Champ*.
· Spearheaded livesite process improvements via *TSGs* & *SOPs* as *DRI Champ*.
· Implemented *Envoy Proxy* build pipeline w/ *Bazel* & custom C++ filters, e.g.:
 · *SHA-256 Key-Based Authentication (KBA)* filter w/ *CORS* preflight support.
 · *Azure Active Directory (AAD)* authentication filter w/ *LRU* decision cache.
 · *Global Rate Limiting* filter w/ *Go* microservice to pub/sub to *Redis* cache.
· Set up runners & telemetry pipelines in *Azure Data Explorer*, *Kusto* & *SQL*.
· Shipped *PowerBI* & *Grafana* dashboards to track platform metrics & logs.

2020 - 2025

Software ENGINEER INTERN @ A.I. PLATFORM, MICROSOFT
Designed *Jupyter* notebook *CI* pipeline w/ *Azure DevOps*, *ML SDK* & *Functions*.

2019

Software ENGINEER INTERN @ VENTANA, ROCHE
Pushed feature-adds & bug-fixes for *MEAN* stack digital pathology web app.
· Prototyped *OpenSeaDragon*-esque image renderer & annotator in *Pixi.JS*.
· Modernized *Nagios* server monitoring w/ *Icinga*, *Graphite* & *Grafana*.

2018

Director @ HACKMERCED IV, MAJOR LEAGUE HACKING
Hosted non-profit collegiate hackathon for 300 students, fundraising \$20,000!

2018 - 2019

Web DEVELOPER @ CITRIS & BANATAO INSTITUTE, UCM
Developed *GitOps* content management system (*CMS*) via *jQuery* & *CSV* files to replace *Drupal CMS*, hosting via *GitHub Pages*: <https://citrис.ucmerced.edu>.

2017 - 2018

Instructor @ SUMMER OF GAME DESIGN, MVHS
Co-founded non-profit game programming summer camp, fundraising \$25,000!

2015 - 2016

Bachelor OF SCIENCE @ UNIVERSITY OF CALIFORNIA, MERCED
Computer Science & Engineering, *magna cum laude* (GPA 3.74)

2016 - 2019

Lead RESEARCH ASSISTANT @ VICE LAB, UCM
Led team to develop heuristic & *ML* scripts in *Google Earth Engine* to model & predict California's agricultural fallowing via Earth observation satellite data.
· Onboarded lab to *GitHub* & wrote open-sourced scripts in *Python*, *C#* & *R*.
· Refurbished lab's website, hosting via *GitHub Pages*: <https://vicelab.net>.

2018 - 2019

Research ASSISTANT @ ANDES LAB, UCM
Visualized *InfluxDB* data for *HVAC* predictive control system in *Python*, *Grafana*.

2019

Research ASSISTANT @ SAIL + MACES, UCM & NASA MUREP
Debugged code to 3D-print *Fermi* surfaces via *Marching cubes* in *Fortran90*.

2017 - 2018

SKILLS

Languages: C / C++ / C# (8 yrs); Python (6 yrs); JS / TS (4 yrs); Golang / Rust (2 yrs); Java / Kotlin (2 yrs).

Lame-works: Azure / .NET (6 yrs); MEAN / MERN (2 yrs); LAMP / Drupal (2 yrs).

Pograms: Unity3D (8 yrs); Docker / K8s (4 yrs); Android Studio (2 yrs).

PROJECTS

Pterate — "Code Mobilized"
Pit-Naughts — "Code Gamified"

MARP — "..."

AWARDS

Microsoft Hackathon '20
HackADuo Finalist

Malley-Hacks '19
First Place

SLO-Hacks '19
Best Google Cloud

Mobile App Challenge '18
\$2,000 Finalist Prize

Citrus-Hack '18
Third Place

SD-Hacks '18
Third Place

Sac-Hacks '18
Second Place

Cack-Davis '18
Best Environment

Cack-Fresno '18
Best Hardware

Mobile App Challenge '17
\$5,000 Grand Prize

Cack-Merced '17
Best Design