Brian Hungerman

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EXPERIENCE

Senior Software Engineer @ Applied Sciences (Microsoft)　　Jan 2025 - Present
- Incubating novel A.I. user experiences with collaboration across W+D, MSR & ID.
- Developing full-stack functional prototypes across web & mobile platforms.

Software Engineer @ A.I. Platform (Microsoft)　　Jan 2020 - Jan 2025
- 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.

Software Engineer Intern @ A.I. Platform (Microsoft)　　May 2019 - Aug 2019
- Designed Jupyter notebook CI pipeline w/ Azure DevOps, ML SDK & Functions.

Software Engineer Intern @ Ventana (Roche)　　May 2018 - Dec 2018
- 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.

Director @ HackMerced IV (MLH)　　May 2018 - May 2019
- Hosted non-profit collegiate hackathon for 300 students, fundraising $20,000!

Web Developer @ CITRIS & Banatao Institute (UCM)　　May 2017 - Dec 2018
- Developed GitOps content management system (CMS) via jQuery & CSV files to replace Drupal CMS, hosting via GitHub Pages: https://citris.ucmerced.edu.

Instructor @ Summer of Game Design (MVHS)　　Jun 2015 - Jul 2016
- Co-founded non-profit game programming summer camp, fundraising $25,000!

RESEARCH & EDUCATION

Bachelor of Science @ University of California, Merced　　Aug 2016 - Dec 2019
- Computer Science & Engineering, *magna cum laude* (GPA 3.74)

Lead Research Assistant @ VICE Lab (UCM)　　Aug 2018 - Dec 2019
- 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.

Research Assistant @ ANDES Lab (UCM)　　Jan 2019 - May 2019
- Visualized InfluxDB data for HVAC predictive control system in Python, Grafana.

Research Assistant @ SAIL + MACES (UCM & NASA MUREP)　　Aug 2017 - May 2018
- Debugged code to 3D-print Fermi surfaces via Marching cubes in Fortran90.

SKILLS　　years

Languages

C / C++ / C#	8
Python	6
JavaScript / TS	4
Golang / Rust	2
Java / Kotlin	2

Frameworks

Azure / .NET	6
MEAN / MERN	2
LAMP / Drupal	2

Programs

Unity3D	8
Docker / K8s	4
Android Studio	2

PROJECTS

Iterate
  "Code Mobilized"
BitNaughts
  "Code Gamified"
MARP
  "..."

AWARDS

Microsoft Hackathon '20
  HackADuo Finalist
ValleyHacks '19
  First Place
SLOHacks '19
  Best Google Cloud
Mobile App Challenge '18
  $2,000 Finalist Prize
CitrusHack '18
  Third Place
SDHacks '18
  Third Place
SacHacks '18
  Second Place
HackDavis '18
  Best Environment
HackFresno '18
  Best Hardware
Mobile App Challenge '17
  $5,000 Grand Prize
HackMerced '17
  Best Design