✳ Brian Hungerman

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brianhungerman.com
1 (209) 446-8256

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 Engineering Intern @ Roche
Santa Clara, May 2018 - Present

- Developed enterprise-level server monitoring dashboard using LAMP stack.
- Delivered features for commercial digital pathology web app in MEAN stack.
- Implemented WebGL solution to replace Open Sea Dragon & FabricJS functionalities, significantly speeding render times and frame rates.

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

- Leading the Tech for Social Good program, promoting student-led initiatives for social impact, including the Mobile App Challenge, HackMerced, etc.
- Built many sites in Drupal, emphasizing readability and maintainability.

Research Assistant @ VICE Lab
Merced, August 2018 - Present

- Developing geospatial analysis solutions for hydrological and agricultural challenges utilizing the Google Earth Engine API via JavaScript.

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 as of Spring 2018)

PROJECTS

Iterate (Mobile App Challenge 2017 Finalist)
May 2017

- Actualized 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.
- Delivered ReactJS web app, incorporating MapBox & Facilities SQL database.

See 10+ additional projects on my website: brianhungerman.com

LEADERSHIP

Executive Director @ HackMerced
Merced, May 2018 - Present

- Overseeing a team of 20 to coordinate UCM's annual hackathons, engaging with 30 corporate sponsors, raising $10,000 and hosting 400 competitors.

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+
Fortran	1+
C	1+
Programs	
Unity3D	4+
Drupal	2+
Git	2+
Arduino	2+
Android Studio	1+
Docker	1+
Tech Stacks	
.NET	4+
MEAN	1+
MERN	1+
LAMP	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
-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