※ Brian Hungerman

brianhungerman@gmail.com
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 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.
- 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: 3.98)

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 ideas over syntax, improving retention of abstract CS concepts.

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.

See 10+ more projects on my website: **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.

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

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

Programs

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

Frameworks

Framework	years
.NET	4+
React JS	1+

Software Development
Development Operations
UI/UX Design

AWARDS

Chancellor's Honors List
(2016-2017)

Engineering Dean's List
(Fall 2016, Spring 2017, Fall 2017)

Mobile App Challenge
-Won $5,000 grand prize.

HackDavis 2018 Finalist
-Won "Best Environmental Hack".

HackFresno 2018 Finalist
-Won "Best Hardware Hack".

CitrusHack 2018 Finalist
-$1000 entrepreneurship prize

HackMerced 2017 Finalist
-Won "Best in Design".

Pitchfest 2017 Finalist
-TESUM' second place prize.

LANGUAGES

English, Spanish