

# BRIAN HUNGERMAN

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## EXPERIENCE

- Senior SOFTWARE ENGINEER @ APPLIED SCIENCES, MICROSOFT** 2025  
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** 2020 – 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** 2019  
Designed *Jupyter* notebook *CI* pipeline w/ *Azure DevOps*, *ML SDK* & *Functions*.
- Software ENGINEER INTERN @ VENTANA, ROCHE** 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, MAJOR LEAGUE HACKING** 2018 – 2019  
Hosted non-profit collegiate hackathon for 300 students, fundraising \$20,000!
- Web DEVELOPER @ CITRIS & BANATAO INSTITUTE, UCM** 2017 – 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** 2015 – 2016  
Co-founded non-profit game programming summer camp, fundraising \$25,000!

## RESEARCH & EDUCATION

- Bachelor OF SCIENCE @ UNIVERSITY OF CALIFORNIA, MERCED** 2016 – 2019  
Computer Science & Engineering, *magna cum laude* (GPA 3.74)
- Lead RESEARCH ASSISTANT @ VICE LAB, UCM** 2018 – 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** 2019  
Visualized *InfluxDB* data for *HVAC* predictive control system in *Python*, *Grafana*.
- Research ASSISTANT @ SAIL + MACES, UCM & NASA MUREP** 2017 – 2018  
Debugged code to 3D-print *Fermi* surfaces via *Marching cubes* in *Fortran90*.

## SKILLS

- Languages:** C / C++ / C# (8 yrs); *Python* (6 yrs); JS / TS (4 yrs); *Golang* / *Rust* (2 yrs); *Java* / *Kotlin* (2 yrs).
- Game-works:** *Azure* / .NET (6 yrs); *MEAN* / *MERN* (2 yrs); *LAMP* / *Drupal* (2 yrs).
- Programs:** *Unity3D* (8 yrs); *Docker* / *K8s* (4 yrs); *Android Studio* (2 yrs).

## PROJECTS

- Iterate** — “Code Mobilized”
- It-Naughts** — “Code Gamified”
- ARP** — “...”

## AWARDS

- Microsoft Hackathon '20**  
*HackADuo Finalist*
- Valley-Hacks '19**  
*First Place*
- LO-Hacks '19**  
*Best Google Cloud*
- Mobile App Challenge '18**  
*\$2,000 Finalist Prize*
- Citrus-Hack '18**  
*Third Place*
- SD-Hacks '18**  
*Third Place*
- Mac-Hacks '18**  
*Second Place*
- Hack-Davis '18**  
*Best Environment*
- Hack-Fresno '18**  
*Best Hardware*
- Mobile App Challenge '17**  
*\$5,000 Grand Prize*
- Hack-Merced '17**  
*Best Design*