

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 PixiJS.
- 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 following 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

Languages years

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

Frameworks years

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

Programs years

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