

# Brandon Li

978-245-5532 | [jobs@brandonli.me](mailto:jobs@brandonli.me) | [brandonli.me](http://brandonli.me) | [linkedin.com/in/brandonli28](https://linkedin.com/in/brandonli28) | [github.com/PulseBeat02](https://github.com/PulseBeat02)

## EDUCATION

---

<b>University of California, Los Angeles (UCLA)</b> <i>Bachelor of Science in Computer Science</i>	Expected June 2027 <i>Los Angeles, CA</i>
---	--

## EXPERIENCE

<b>Software Engineering Intern (Incoming)</b> <i>Google (YouTube)</i>	June 2026 – Sept 2026 <i>San Bruno, CA</i>
<b>Software Engineering Intern</b> <i>VideoLAN</i>	June 2025 – Sept 2025 <i>Remote</i>
<ul style="list-style-type: none"><li>Developed multiple C/C++ video filters for VLC Media Player (traffic cone).</li><li>Integrated Segment Anything Model 2 (SAM2) with OpenCV to segment video objects.</li><li>Added face detection using YuNet ML model to track over 100 faces concurrently.</li><li>Engineered fast 60 FPS video-to-GIF conversion by developing 5 dithering algorithms.</li><li>Analyzed AV1 specification and studied dav1d decoding algorithms to deepen knowledge.</li></ul>	
<b>Software Developer Intern</b> <i>Halvex</i>	Feb. 2023 – June 2023 <i>Remote</i>
<ul style="list-style-type: none"><li>Designed a MongoDB-based TypeScript RESTful API to fetch customer data and emails.</li><li>Launched a JavaScript Discord bot to link 100+ customers' WHMCS accounts with Discord.</li><li>Established secure OAuth2 gateway RESTful API using Express.js for account verification.</li></ul>	
<b>Java Mentor</b> <i>Chelmsford Chinese Language School</i>	Sept. 2021 – Feb. 2022 <i>Remote</i>
<ul style="list-style-type: none"><li>Taught 20 weekly 1-hour lessons to 10 middle/high-school students.</li><li>Raised nearly 1,000 dollars for the non-profit, helping the school keep afloat during COVID.</li><li>Spent 1-2 additional hours weekly preparing homework/slides to help students master material.</li></ul>	

## PROJECTS

<b>yt-media-storage</b>   <i>C++, Assembly/SIMD, FFmpeg, Coding Theory, Compression</i>	Feb. 2026 – Present
<ul style="list-style-type: none"><li>Popular C++ tool (<i>YT<sub>S</sub>TORAGE<sub>S</sub>TARSstars, YT<sub>S</sub>TORAGE<sub>F</sub>ORKSforks</i>) for encoding file storage into YouTube videos.</li><li>Achieved 100x speed-up via inline Assembly, SIMD intrinsics, and OpenMP parallelization.</li><li>Supports optional menu and file encryption via Qt 6 and libsodium for added privacy.</li><li>Uses robust CRC/Wirehair error-correction to novelly bypass YouTube video compression.</li><li>Reached #5 on Hacker News (Y Combinator) within 12 hours, generating thousands of views.</li><li>Includes technical explanation video with over <i>YT<sub>I</sub>M<sub>P</sub>RESSIONS</i> impressions, educating over <i>YT<sub>V</sub>IEWERS</i> viewers.</li></ul>	
<b>mcav</b>   <i>Java, Spring Boot, TypeScript, CI/CD</i>	June 2020 – Present
<ul style="list-style-type: none"><li>Popular Java framework (<i>MCAV<sub>S</sub>TARSstars, MCAV<sub>F</sub>ORKSforks</i>) for building media applications.</li><li>Integrates with VLC/mpv with a documented image-processing pipeline API.</li><li>Uses Spring Boot to stream sub-100ms latency audio to TypeScript/Howler.js frontend.</li><li>Configured CI/CD with TeamCity on Oracle Cloud to automate software releases.</li><li>Engineered native media player that is over 5x faster than pure-Java players.</li></ul>	
<b>Pulse Media Player</b>   <i>C++, OpenGL, OpenAL, FFmpeg</i>	Feb. 2026 – Present
<ul style="list-style-type: none"><li>Robust C++ media player written in less than 1K lines of code with lightweight UI.</li><li>Implemented GPU-accelerated OpenGL shader pipeline enabling smooth 1080p playback.</li><li>Supports OpenAL for automated audio device selection and smooth playback.</li></ul>	

## TECHNICAL SKILLS

---

**Languages:** Java, C/C++, JavaScript/TypeScript, Assembly

**Frameworks & Libraries:** Spring, Hibernate, FFmpeg, OpenCV, VLC, React, Next.js, Tailwind

**Technologies:** Git, MongoDB, Google Cloud, Oracle Cloud

**Awards:** USACO Gold, Google Foobar