SEBASTIAN DANG

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SKILLS

LANGUAGES
C++, C#, C, Java, Python, JavaScript, HTML, GLSL, SQL

LIBRARIES & APIS
OpenGL, GLM, Qt, OpenCV, FFmpeg, GLOG

SYSTEMS & TOOLS
Visual Studio, Unity, CMake, Git, SVN, MySQL

OPERATING SYSTEMS
Windows, Linux, UNIX, OSX, Android

EXPERIENCE

QUALCOMM   OCTOBER 2019 – PRESENT
Software Engineer

- Develop and manage Wi-Fi Display for embedded systems.
- Build mobile applications and services using Android SDK and NDK.

SPORTS MEDIA TECHNOLOGY   JULY 2017 – OCTOBER 2019
Software Engineer

- Implement real-time and dynamic rendering techniques for live broadcast software.
- Design and build adaptable graphical user interfaces for a variety of applications and products.
- Utilize image processing and computer vision techniques in optical based 3D tracking systems.
- Manipulate and analyze color spaces to improve rendering and tracking.
- Improve data quality and database performance for automated tracking data.
- Develop core libraries and tools to optimize and reinvent current processes.

OFFICE OF ENGINEERING COMPUTING   FEBRUARY 2015 – JUNE 2017
Desktop Support and Web Developer

- Provide end-user technological support for software and network related issues.
- Perform hardware repairs and replacements for video cards, motherboards, and hard drives.
- Administer work stations and printers for all staff in the Jacobs School of Engineering.
- Resolve Active Directory (AD) replication, group policy, and data migration issues.
- Design, develop, and maintain a variety of websites under the university domain.
- Use HTML, JavaScript, and CSS to perform client side and server side web changes.

UNIVERSITY OF CALIFORNIA, SAN DIEGO   SEPTEMBER 2016 – JANUARY 2017
Computer Graphics Course Tutor

- Provide valuable support in representation and manipulation of pictorial data.
- Implement photorealistic images using the standardized API, OpenGL.
- Design and deploy frameworks for utilizing OpenGL in Windows and OS X environments.
- Generate interactive images using procedural modeling with manipulations in real time.
- Construct and render complex objects using a custom scene graph data structure.

PROJECTS

DISCORD BOT   GITHUB.COM/SEBASTIANDANG/DISCORD-BOT
A multi-purpose Discord bot in C# built on.NET Framework. It is designed for single server usage, implemented with task asynchronous patterns and is capable of real-time audio streaming.

MAPLEPY   GITHUB.COM/SEBASTIANDANG/MAPLEPY
A game client emulator for a popular MMORPG in python. The project explores challenges in game logic, resource management, threaded tasks, and data manipulation.

EDUCATION

B.S. COMPUTER SCIENCE   JUNE 2017
UNIVERSITY OF CALIFORNIA, SAN DIEGO   LA JOLLA, CA