
Brandon Huynh

PhD Student

+1 (626) 215-6731

bhuynh@cs.ucsb.edu

EDUCATION

University of California, Santa Barbara Sep 2015 - Present

Ph.D. Computer Science

Advisers: Dr. Matthew Turk & Dr. Tobias Höllerer

University of California, Riverside Sep 2011 - Jun 2015

B.S. Computer Science

GPA: 3.9/4.0

Adviser: Dr. Victor Zordan

OBJECTIVE

I'm interested in interaction paradigms for intelligent, context aware, and ubiquitous computing. I want to build systems that understand intention and context and utilize this understanding to better assist users.

WORK EXPERIENCE

Graduate Research Assistant

4 Eyes Lab, Computer Science Department, University of California, Santa Barbara

Mar 2016 - Present

- Working on a server-based modeling solution for organizing spatial data for wide-area AR.
- Working with the Gervitz Graduate School of Education on Augmented Reality approaches to improve foreign language learning.

Research Intern

Mobile Vision Team, Google, Los Angeles, CA, USA

Summer 2016

- Worked on optimizing deep learning based computer vision algorithms for smartphone architectures.
- Helped design and develop tools for running deep learning models cross-platform.

Software Engineer

Caughnate, Santa Barbara, CA, USA

Jan 2016 - July 2016

- Worked on tracking and positioning of 2D AR annotations for a Visual SLAM based remote collaboration application.
- Worked on debugging and optimizations for the video streaming networking stack.

Software Engineering Intern

Chrome Protector Team, Google, Montreal, QC, Canada

Summer 2015

- Developed a data analysis pipeline to categorize and generate metrics for over 600,000 binaries daily, using machine learned features of common malware families.

Chromecast Team, Google, Mountain View, CA, USA

Summer 2014

- Designed and prototyped predictive caching protocols, speeding up app launch times by almost 40%. Now publicly available as Chromecast “Fast Play”.
- Built systems for collecting and analyzing app launch data from remote devices.

Undergraduate Research Assistant

Riverside Graphics Lab, Computer Science Department, University of California, Riverside

Jul 2013 - Jul 2015

- Built 2 “Serious Games” to improve player’s working memory through variations of N-Back, Item Span, and Multi-object tracking tasks.
- Helped design, develop, and conduct user studies for a touchscreen interface with user definable gestures trained through SVMs.

TECHNICAL SKILLS

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|-------------------|--|
| Programming | C/C++, Python, Javascript, Java, Objective-C, Bash |
| Graphics & Vision | Unity3D, OpenGL, OpenCV, TensorFlow |
| Web | HTML, CSS, Django, Flask, Heroku, Amazon EC2 |

PUBLICATIONS

James Schaffer, John O'Donovan, **Brandon Huynh**, Yinglong Xia and Sabrina Lin. Case Study: A Visual Analysis of Student Behavior in Massive Open Online Courses. *Proceedings of the*

IEEE/ACM International Conference on Advances in Social Networks Analysis and Mining (ASONAM), 2016. To appear.