ANTHONY MIRAND-VIDAURRE

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EDUCATION

University of California, Los Angeles – Henry Samueli School of Engineering & Applied Science
Bachelor of Science in Computer Science (Minor in Mathematics)   Expected: June 2018

Relevant Coursework: Introduction to Computer Science; Data Structures; Computer Organization; Software Construction Laboratory; Operating Systems Principles; Development and Design of Augmented Reality Games

SKILLS

Operating Systems: Mac, Windows, Linux/Unix
Programming Languages: C++, C, C#, Python, Java, HTML/CSS, JavaScript
Tools: Vim, Emacs, Git, XCode, Visual Studio, Amazon Web Services, Unity3D
Electronic Skills: Soldering, Wiring Circuits, Breadboarding

EXPERIENCE

Computer Science Instructor   September 2015 – Present
The Coding School (Los Angeles, CA)
- Developed, organized, and co-instructed the HTML/CSS and JavaScript curriculums
- Provided one-on-one assistance throughout the weekly lessons and the students' projects

Junior Virtual Reality Developer   July 2016 – August 2016
Moth + Flame VR & AMD (Los Angeles, CA)
- Built a gaze-activation manager to propel users' experiences based on objects that grab and hold their attention
- Created an opening and credits scene using the gaze-manager to speed-up/slow-down card transitions

Unity Consultant   June 2016 – July 2016
Unity (San Francisco, CA)
- Developed a Steer-To-Point redirection algorithm to guide the user to specific waypoints integral to the narrative
- Made a level transition manager to "slot" pieces of the environment into place to simulate changing atmosphere
- Presented "Essential Algorithms for Creating Guided Narrative VR Experiences" at SIGGRAPH Los Angeles

Responsive Web Developer   June 2015 – August 2015
Creative Crate (Rossmoor, CA)
- Implemented a responsive design for Arsenal Recon (www.arsenalrecon.com) using Bootstrap 3 compiled with LESS
- Created a custom CSS design based on clientele input, usability, and functionality

PROJECTS

Twitter Emotion Analyzer (Python)   ***www.twitter.com/LosAngelesMood***
- Twitter account gathers all tweets located within the Los Angeles area every hour and analyzes the contents using a custom dictionary organized by different emotions
- Currently implementing use of the IBM Watson Tone Analyzer for multi-dimensional emotion analysis

Spotted on Spotify (Python/JavaScript)
- Web application searches for available songs on Spotify from a YouTube or SoundCloud URL and adds the match to a playlist
- Custom search algorithm determines the correct version of the song through number of views/plays for accuracy

Battles of Ironforge (C#)   ***UCLA Coursework***
- Augmented reality iOS game where two players draw and strategically place resources from a deck of custom QR codes
- Light and game status information is gathered through a custom Unity/iPhone API and is displayed via Raspberry Pi

The Portal (C#)   ***Fox-Microsoft Hololens Hackathon***
- Hololens application that focuses on interactive and immersive storytelling to allow directors to understand mixed reality stories
- Uses the Microsoft Hololens to overlay holograms onto the user's world to unlock alternate plot lines

PROFESSIONAL ORGANIZATIONS   ACTIVITIES

Association for Computing Machinery	The Coding School Curriculum Development Team, 2015-Present
Institute for Electronic and Electrical Engineers	VRLA Exhibitor, August 2016
Society of Hispanic Professional Engineers	SIGGRAPH Unity Exhibitor, July 2016
Center for Excellence in Engineering and Diversity	Fox-Microsoft Hololens Hackathon, June 2016
	Qualcomm DECA & QHacks, January 2016