ANTHONY MIRAND-VIDAURRE

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EDUCATION

University of California, Los Angeles – Samueli School of Engineering
Bachelor of Science in Computer Science   Expected: December 2018

Relevant Coursework: Data Structures; Computer Organization; Operating Systems Principles; Programming Languages; Algorithms & Complexity; Artificial Intelligence Fundamentals; Formal Languages & Automata Theory; Syntax (Linguistics)

EXPERIENCE

Software Engineering Intern   *June 2018 – September 2018*
YouTube (New York City, NY)
- Will be working on the YouTube Live infrastructure team to publish high velocity/popular live streams to recommended users

Software Engineering Intern   *June 2017 – September 2017*
Google (Mountain View, CA)
- Worked on the Google AdWords Campaign Construction team, developing a drag-and-drop column reordering feature
- Designed interface using lazy loading/rendering to accommodate latency requirements of large, dynamic ad campaign tables
- Contributed to the Ads Core Experience Infrastructure team by outlining a ~20,000-line circular type dependency refactor

Computer Science Instructor   *September 2015 – December 2016*
The Coding School (Los Angeles, CA)
- Developed, organized, and co-instructed the HTML/CSS, JavaScript, and Unity curriculums in 15 Los Angeles middle schools
- Provided one-on-one assistance throughout the weekly lessons and the individual assignments/projects for total ~150 students

Unity Consultant – Developer & UCLA Undergraduate Researcher   *June 2016 – July 2016*
Unity Technologies & UCLA (San Francisco, CA)
- Developed a Steer-To-Point redirected walking algorithm to guide the user to specific waypoints integral to the narrative
- Made a scene transition manager to time-lapse/slot pieces of the environment into place to simulate changing atmosphere
- Presented "Essential Algorithms for Creating Guided Narrative VR Experiences" at SIGGRAPH Anaheim 2016

Virtual Reality/Unity Junior Developer   *July 2016 – August 2016*
Moth + Flame VR & AMD (Los Angeles, CA)
- Built a gaze activation manager to guide users' experiences based on objects that grab and hold their attention
- Applied the gaze manager to create a choose-your-own-story experience, using spatial audio to indicate scene transitions

PROJECTS

Los Angeles Mood (Twitter Emotion Analyzer)   *www.twitter.com/LosAngelesMood*
- Twitter account gathers and analyzes the emotional contents of all tweets located within the Los Angeles area
- Utilized trained recurrent neural network to predict amongst Ekman's six basic emotions on a character-by-character basis

Spotted on Spotify (Music Recognition Command Line Application)   *$ pip install spotted-on-spotify*
- Command line application searches for tracks from YouTube/SoundCloud URLs and adds match to a Spotify playlist
- Collected track metadata through MusicBrainz audio fingerprint analysis to feed into pattern matching search algorithm

Vapor ("Local" Cloud Storage)   *UCLA Independent Coursework Project*
- iOS application that downloads files from users' Google Drive accounts to be shared via WiFi-Direct from a Raspberry Pi
- Designed and developed multi-threaded back-end server with custom OAuth2 user authentication workflow

Battles of IronForge (Augmented Reality Tower Defense)   *UCLA Independent Coursework Project*
- Augmented reality iOS game where two players draw and strategically place resources from a deck of custom QR codes
- Built Unity/iPhone API to gather dynamic light and game status information displayed via Raspberry Pi

SKILLS

Programming Languages: C++, C, Python, Dart/Angular2, HTML/CSS, Linux/Bash Shell
Tools: Vim, Emacs, Git, XCode, Visual Studio, IntelliJ IDEA, Amazon Web Services, Google Compute Engine, Unity3D

PROFESSIONAL ORGANIZATIONS   ## ACTIVITIES & INVOLVEMENT

Association for Computing Machinery	The Coding School Director of Instructors,	2016 - 2018
Society for Hispanic Professional Engineers	codeConnects Director of Instructors and Recruitment,	2017 - 2018
Center for Excellence in Engineering and Diversity	Tribeca Film Festival Virtual Arcade Exhibitor,	May 2017
	VRLA Exhibitor,	August 2016
	SIGGRAPH Anaheim Unity Exhibitor,	July 2016
	Qualcomm DECA,	January 2016