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 — 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; Discrete Structures; Linear Algebra

SKILLS

Programming Languages: C++, C, C#, Python, Java, HTML/CSS, JavaScript, Bash
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 in 12 Los Angeles middle schools
- Provided one-on-one assistance throughout the weekly lessons and the individual assignments/projects for ~30 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

Virtual Reality 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
- Created an opening and credits scene using the gaze manager to speed-up/slow-down transition speeds

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

Los Angeles Mood (Python) — ***www.twitter.com/LosAngelesMood***
- Twitter account gathers and analyzes the emotional contents of all tweets located within the Los Angeles area
- Developed an efficient look up into an emotion dictionary to determine the most prevalent mood
- Currently implementing use of the IBM Watson Tone Analyzer for multi-dimensional emotion analysis

Spotted on Spotify (Python/JavaScript) — ***$ pip install spotted-on-spotify***
- Command line application searches for tracks from a YouTube/SoundCloud URL and adds the match to a Spotify playlist
- Collect track metadata through MusicBrainz audio fingerprint analysis to feed into a Spotify search algorithm
- Currently working on a web application for a more user-friendly/consumer experience

Battles of Ironforge (C#/JavaScript) — ***UCLA Coursework***
- Augmented reality iOS game where two players draw and strategically place resources from a deck of custom QR codes
- Built a Unity/iPhone API to gather dynamic light and game status information which were display via Raspberry Pi

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

PROFESSIONAL ORGANIZATIONS

Association for Computing Machinery
Institute for Electronic and Electrical Engineers
Society of Hispanic Professional Engineers
Center for Excellence in Engineering and Diversity

ACTIVITIES

The Coding School Curriculum Development Team, 2015-Present
VRLA Exhibitor, August 2016
SIGGRAPH Unity Exhibitor, July 2016
Fox-Microsoft Hololens Hackathon, June 2016
Qualcomm DECA Recipient, January 2016