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; Linguistics: Syntax & Semantics

Programming Experience: C++, C, Python, Dart/Angular2, HTML/CSS, Linux/Bash Shell

EXPERIENCE

Software Engineering Intern   *June 2018 – September 2018*
YouTube (New York City, NY)
  - Worked on the YouTube Live Discovery team, designed framework for experimentation of playlists spanning public facing surfaces
  - Taking input from multiple stakeholders, optimized framework to reduce setup overhead/increase ease-of-use for outside teams
  - Prioritized and met deadlines for feature requests from an external team working to launch a new experience on YouTube

Software Engineering Intern   *June 2017 – September 2017*
Google (Mountain View, CA)
  - Worked on the Google AdWords Campaign Construction team, developed a drag-and-drop column reordering interface
  - Built feature using lazy loading & rendering to accommodate latency requirements of the large, detailed 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 individual assignments to a total of ~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 users to specific waypoints integral to a narrative
  - Made a scene transition manager to time-lapse/move 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 through a narrative based on attention-grabbing objects
  - Applied the gaze manager to contribute to a choose-your-own-story experience, using spatial audio to indicate scene transitions

PROJECTS

Los Angeles Mood (Twitter Emotion Analyzer)
  - Twitter account gathers and analyzes emotional contents of all tweets located within the Los Angeles area
  - Utilized trained recurrent neural network to predict moods amongst Ekman's emotions: anger/disgust/fear/joy/sadness/surprise

Spotted on Spotify (Music Recognition Command Line Application)
  - Command line application searches for songs from YouTube/SoundCloud URLs and adds potential match to a Spotify playlist
  - Analyzed track metadata via audio fingerprinting and recognition to feed into a pattern matching search algorithm

Vapor (Portable/"Local" Cloud Storage Device)
  - iOS application which downloads files from users' Google Drive accounts or USB drives to be shared 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)
  - Augmented reality iOS game where two players draw and strategically place resources from a deck of custom QR playing cards
  - Built Unity/iPhone API to gather dynamic light and game status information to be displayed via Raspberry Pi

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	VRLA Exhibitor, August 2016
	SIGGRAPH Anaheim Unity Exhibitor, July 2016