

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: December 2018

Relevant Coursework: Data Structures; Computer Organization; Operating Systems Principles; Computer Network Fundamentals; Programming Languages; Algorithms & Complexity; Artificial Intelligence Fundamentals; Computer System Architecture

EXPERIENCE

Software Engineering Intern

June 2017 – September 2017

Google, Inc. (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 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 opening and credits scenes using the gaze manager to control transition speeds

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 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 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, Heroku, Unity3D

PROFESSIONAL ORGANIZATIONS

ACTIVITIES & INVOLVEMENT

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

The Coding School Head of Instructors, 2016-Present
codeConnects Head of Recruitment, 2017-Present
Tribeca Film Festival Virtual Arcade Exhibitor, May 2017
VRLA Exhibitor, August 2016
SIGGRAPH Unity Exhibitor, July 2016
Qualcomm DECA, January 2016