

# 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, streamlined framework to reduce setup overhead/increase ease-of-use for outside teams
- Reduced auto-generated live playlist publishing time by ~70%, resulting in more accurate live playlists
- Contributed to the YouTube Gaming team by ranking localized live videogame content for new Gaming destination 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

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

## ACTIVITIES & INVOLVEMENT

The Coding School Director of Instructors,	2016 - 2018
codeConnects Director of Instructors and Recruitment,	2017 - 2018
Tribeca Film Festival Virtual Arcade Exhibitor,	May 2017
VRLA Exhibitor,	August 2016
SIGGRAPH Anaheim Unity Exhibitor,	July 2016