Anthony Mirand-Vidaurre

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EDUCATION

University of California, Los Angeles   Los Angeles, CA
Bachelor of Science in Computer Science; GPA: 3.46/4.00   Sept. 2014 – Dec. 2018

EXPERIENCE

Google   Seattle, WA
Software Engineer
- Will be working in the Communication product area

YouTube   New York City, NY
Software Engineering Intern   Jun. 2018 – Sept. 2018
- 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
- 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

Google   Mountain View, CA
Software Engineering Intern   Jun. 2017 – Sept. 2017
- 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

The Coding School   Los Angeles, CA
Programming Instructor   Sept. 2015 – Dec. 2016
- 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 Technologies & UCLA   San Francisco, CA
Unity Consultant - Developer & UCLA Undergraduate Researcher   Jun. 2016 – Jul. 2016
- 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

Moth + Flame VR & AMD   Los Angeles, CA
Virtual Reality/Unity Junior Developer   Jul. 2016 – Aug. 2016
- 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

PROGRAMMING SKILLS

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