

# 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

Society for Hispanic Professional Engineers

Center for Excellence in Engineering and Diversity

The Coding School Director of Instructors,

codeConnects Director of Instructors and Recruitment,

Tribeca Film Festival Virtual Arcade Exhibitor,

VRLA Exhibitor,

SIGGRAPH Anaheim Unity Exhibitor,

2016 - 2018

2017 - 2018

May 2017

August 2016

July 2016