

Bryant Kalim Gunaman

(628) 999-3783 | bryantgunaman@gmail.com | linkedin.com/in/bryantgunaman | bryantgunaman.github.io/MyPortfolio | github.com/bryantgunaman

PROFESSIONAL EXPERIENCE

iOS Developer | Vusar

January 2019 - Present

- Refactored the entire ARKit codebase and integrated RealityKit to support smoother object interactions and people occlusion
- Wrote an algorithm that down textures .usdz objects to enable 50% highly textured animated objects to be loaded on an Augmented Reality (AR) scene
- Collaborated with the API team to decrease RAM usage of high textured .usdz objects by 70% when loaded to the AR scene
- Implemented AR object interactions to allow objects to be moved, rotated, and pinch-zoomed
- Integrated SegmentIO to track all users' actions including all button clicks, screen switching, and object interactions and BranchIO to allow users to share objects using deep links

Teaching Assistant, Data Programming & Analytics | UC Irvine

January 2019 - March 2020

- Taught 1-hour discussion sessions every week to 40 master's and undergraduate students on Python and SQL, resulting in a 20% increase in As compared to prior classes
- Demonstrated API calls using the Yelp API to collect customized data and presented a comprehensive tutorial on Tableau to analyze and visualize collected data

Lab Tutor, Data Structure Implementation & Analysis | UC Irvine

April 2018 - June 2019

- Tutored 40 students per quarter on Data Structures in both Python and C++ and averaged a student evaluation score of 9.8/10
- Explained advanced concepts such as tree traversals, graph traversals, sorting algorithms, and Dijkstra's algorithm

LEADERSHIP EXPERIENCE

Senate President Pro-Tempore & Computer Science Senator | Associated Students at UC Irvine

January 2018 - June 2019

- Led 28 Senators by delegating tasks to serve 27,000+ undergraduate students from 13 schools and represented the Senate in meetings with UC Irvine's administration and the Executive Branch of ASUCI
- Chaired meetings and published meeting agendas twice a week to facilitate senate discussions and vote on campus policies
- Represented 3,600+ Computer Science students by conducting feedback surveys, changing campus policies, and discussing issues with the Dean
- Secured \$5,000 from the student government to host Computer Science Day with an attendance of 600+ students in collaboration with 11 clubs from the school of Computer Science

Senate Finance Committee Vice-Chair | Associated Students at UC Irvine

September 2018 - June 2019

- Oversaw a budget of \$2.4 million to be allocated towards projects, events, and stipends
- Managed \$130,000 for campus club events ranging from educational to recreational by vetting grant applications
- Founded the Student Initiative Committee with a budget of \$100,000 to fund student-led projects

Student Leader/Lobbyist | Associated Students at UC Irvine

January 2018 - June 2019

- Cooperated with student leaders from 9 other UC Campuses to lobby state senators for lower tuition fees, better food and housing security, and funding to renew outdated campus facilities
- UC tuition fees were reduced by \$60 dollars per year as a result of the lobbying; this was the first UC tuition fee reduction in over a decade

PROJECTS

Minecraft Zombie Killer (Python, Keras Tensorflow) [Machine Learning & Artificial Intelligence]

January 2020 - March 2020

- Trained a Minecraft agent to consistently kill two zombies and heal at correct timings using Tabular Q-Learning and further refined through Deep Q-Learning

Fabflix (Java, ReactJS, SQL) [Web Development, Database]

September 2019 - November 2019

- Created an API based website to search and buy movies using 5 SQL databases, MovieDB, and Paypal API

SKILLS

- **Programming Languages:** Python, C, C++, Java, Swift, Javascript, ReactJS, HTML, CSS, R, MATLAB
- **Database:** SQL, PostgreSQL, Cassandra, Couchbase, Neo4j, Spark, AsterixDB, Firebase
- **IDE & Frameworks:** Excel, Git, Amazon Web Services, Google Cloud Platform, Tableau, Pandas, Matplotlib, Tkinter, Tensorflow, RealityKit, ARKit, XCode, Atmel Studio, Datagrip, IntelliJ Ultra, Pycharm, Vim, Docker
- **Workflow:** Jira, Confluence, Slack, Discord
- **Languages:** English, Mandarin Chinese, Indonesian

EDUCATION

University of California, Irvine

June 2020

Bachelor of Science in Computer Science (Specialization: Intelligent Systems)

Bachelor of Science in Business Information Management

GPA 3.42/4.00