

# Bryant Kalim Gunaman

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## 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
- **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