

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

PROJECTS

My Portfolio (ReactJS) [Web Development]

July 2020 - Present

- bryantgunaman.github.io/MyPortfolio , a personal portfolio website written in ReactJS that will have redux integrated, a Java API back-end, and deployed to AWS through continuous integration

ATMEGA Piano (C Programming Language) [Embedded System]

June 2020

- Utilized an ATmega32 microcontroller, keypad, LCD, LED, and speaker to create a musical keyboard and store up to 3 songs

Minecraft Zombie Killer (Python, Keras) [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

Noteify (Python, C, ReactJS, MongoDB) [Embedded System, Database, Web Development]

February 2019

- Built a Raspberry Pi that detects the words in an image upon a button press using Python's Pillow library, Google Cloud Platform's handwriting detection, MongoDB, and Amazon Web Services

Search Engine (Python, MongoDB) [Object Oriented Design, Database]

September 2018 - November 2018

- Applied a web crawler to crawl and store websites to a MongoDB database and engineered a query system based on term frequency-inverse document frequency that allows users to query the most relevant websites based on the keywords entered

LEADERSHIP EXPERIENCE

Information and Computer Science Senator | Associated Students at UC Irvine

January 2018 - June 2019

- Represented 3600+ Computer Science students by conducting feedback surveys, changing campus policies, and discussing issues with the Dean
- Managed \$130,000 for campus clubs events ranging from educational to recreational by vetting grant applications

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