

Brandon Hua

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Education

University of California, Los Angeles

Sep 2020 – Jun 2022

M.S. Computer Science

GPA: 4.0

University of California, Los Angeles

Sep 2015 – Aug 2019

B.S. Computer Science, Technical Breadth in Mathematics

GPA: 3.75

Skills

Programming: C#, C++, Python

Other: Unity, OpenGL, Maya, Git

Experience

Software Engineering Intern at Dolby

Sep 2019 – Jun 2020

- Wrote OpenGL profilers in C++ to measure GPU costs of HDR image blending
- Prototyped and tested an algorithm used to reduce CPU usage during the display of Dolby Vision encoded videos

Projects

Snap

Jan 2019 – Jun 2019

A first-person exploration/mystery game for PC.

Unity, C#

- Created a first-person player controller equipped with responsive controls and animations
- Implemented a quest system with a user-friendly pipeline for editing and organizing quests
- Used Unity Timeline to create immersive cinematic cutscenes

Astro Dodge

Jun 2018 – Oct 2018

A mobile endless runner game for Android.

Unity, C#

- Integrated the Google Play API to implement in-app purchases and cloud saves
- Worked with models, animations, and shaders to create appealing game aesthetics

Domino Simulator

Sep 2018 – Dec 2018

A domino structure building sandbox game for PC.

Unity, C#

- Implemented player-drawn Bézier-curves as a streamlined method for placing dominoes
- Serialized game state for easy storage and retrieval of player data
- Integrated and refactored code written by other team members to ensure codebase functionality and extensibility

Activities

UCLA Association for Computing Machinery

Sep 2017 – Jun 2019

- Completed year-long group-based game development projects, honing skills in game design and programming

UCLA Upsilon Pi Epsilon Honor Society

Apr 2018 – Jun 2018

- Tutored weekly sessions for undergraduate students in programming and lower-division computer science courses