Brandon Hua

Software Engineer | Alameda, CA

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EXPERIENCE

Meta
Apr 2022 – Nov 2022

Software Engineer
Menlo Park, CA

- Built out badge notifications within Messenger calls to attract user attention to new features
- Implemented logging within avatar video calling to retrieve comprehensive usage data
- Resolved user-reported bugs related to avatar video calling across Messenger and Instagram

Light & Wonder
Jul 2021 – Mar 2022

Game Development Intern
Remote | Las Vegas, NV

- Developed a "progressive scroll" feature to advertise potential jackpot winnings to slot machine players
- Implemented "backdoor jackpots" into a slot machine game to keep long-term payouts between legal bounds

Dolby
Sep 2019 – Jun 2020

Software Engineering Intern
Sunnyvale, CA

- Wrote profilers using OpenGL 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

EDUCATION

University of California, Los Angeles
2015 – 2022

M.S. Computer Science
GPA: 4.0 (Thesis Incomplete)

2020 – 2022

B.S. Computer Science
GPA: 3.75

2015 – 2019

SKILLS

Programming
Objective–C C# C/C++ Python JavaScript HTML CSS

Tools/Frameworks
iOS Unity OpenGL React Node.js SQL Git Perforce

Design
Figma Photoshop

PROJECTS

bhua.dev
A portfolio website that showcases my professional experience and personal projects

React Next.js TypeScript

***Your Name*: A Rhythm Game**
A browser-based rhythm game themed after the animated movie *Your Name* (2016)

WebGL JavaScript

Cyberpunk 2077 Airstrafing Mod
A mod that ports Source-style movement into Cyberpunk 2077

Lua

Simple Autobattler
A strategy game akin to Riot's Teamfight Tactics, built as a minimal working example of an autobattler game

Unity C#

Machine Learning Autobattler AI
A strategy game AI built off of reinforcement learning algorithms

Unity C# ML–Agents

Astro Dodge
A fast-paced endless runner game for mobile, complete with ads, in-app purchases, and cloud saves

Unity C# Android

Domino Simulator
A virtual sandbox world that features many "quality of life" tools to make building domino structures easy

Unity C#