

# BRANDON HUA

## Software Engineer

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### EXPERIENCE

#### Meta

Apr 2022 – Nov 2022

#### iOS 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

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 TypeScript HTML CSS

#### Tools/Frameworks

iOS XCode Unity OpenGL React NextJS NodeJS Git Perforce

#### Design

Figma Photoshop

### PROJECTS

#### Your Name: A Rhythm Game

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

WebGL JavaScript

#### Cyberpunk 2077 Airstrafinf 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#

#### bhua.dev

My portfolio website that showcases my professional experience and personal projects

React NextJS TypeScript