Brandon Hua

Software Engineer | Alameda, CA

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EXPERIENCE

Meta
Apr 2022 — Nov 2022

Software Engineer
iOS, Objective—C | 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
Unity, C# | Remote

· 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
C++, OpenGL | 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

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

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

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

EDUCATION

University of California, Los Angeles
B.S. Computer Science
GPA: 3.75

2015 — 2019

University of California, Los Angeles
Graduate Coursework in Computer Science

2020 — 2022

SKILLS

Programming
C#, C/C++, Objective—C, Python, JavaScript, HTML/CSS

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

Design
Figma, Photoshop

ACTIVITIES

UCLA Upsilon Pi Epsilon Honor Society
Tutored weekly sessions for undergraduate students in programming and lower-division computer science courses

UCLA Association for Computing Machinery
Completed year-long group-based game development projects, honing skills in game design and programming

INTERESTS

Full stack, front end, game development, iOS