Brandon Hua

Software Engineer | Alameda, CA

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EXPERIENCE

Software Engineer at Meta   Tech: iOS, Objective–C, C
Apr 2022 – Jan 2023 | Menlo Park, CA

· Built out badge notifications within Messenger video calls to attract user attention to new/underused features
· Integrated avatar features with a logging system to collect comprehensive usage metrics
· Resolved user-reported bugs related to avatar video calling across Messenger and Instagram

Unity Development Intern at Light and Wonder   Tech: Unity, C#
Jul 2021 – Mar 2022 | Remote

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

Software Engineering Intern at Dolby   Tech: C++, OpenGL, Python
Sep 2019 – Jun 2020 | 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

Astro Dodge   Tech: Unity, C#
A mobile endless runner game for Android

· Integrated the Google Play API and Mobile Ads SDK to incorporate in-app purchases, cloud saves, and pop-up advertisements
· Ideated and developed HLSL shaders and particle systems to create appealing game aesthetics
· Supported a 3D artist in importing custom-made spaceship models and retargeting pre-existing animations

Domino Simulator   Tech: Unity, C#
A domino structure building sandbox game for PC

· Implemented player-drawn Bézier curves as a streamlined method for placing dominoes
· Transformed game objects into JSON representation to enable storage of player data in a MySQL database
· Participated in group discussions, involving design patterns and UML diagrams, to design overarching code structure

Snap   Tech: Unity, C#
A first-person exploration/mystery game for PC

· 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
· Orchestrated immersive cinematic cutscenes with Unity Timeline

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, SQL

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