

Brandon Hua

Software Engineer | SF Bay Area

✉ huabrandon0@gmail.com

🏠 bhua.dev

🐙 github.com/huabrandon0

🌐 linkedin.com/in/brandon-hua

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

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 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 Airstrafining 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

A portfolio website that showcases my professional experience and personal projects

React NextJS TypeScript