

# 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, SQL

### Tools/Frameworks

Unity, OpenGL, iOS, React, Node.js, 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