

Brent VanZant

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EDUCATION

University of California, San Diego, La Jolla, CA

BS, Computer Science

GPA: 3.1 / 4.0

September. 2017 – March. 2021

SKILLS

Programming Languages: JavaScript, C++, TypeScript, C#, C, Java

Technologies: Unity, Git, Node.js, React, Express, Firebase, Jest, Android Studio

WORK EXPERIENCE

Facebook, Seattle, WA

Software Engineer

Incoming June 2021

- Working within Virtual Reality Labs organization.

Facebook, Seattle, WA

Software Engineering Intern

June. 2020 – September. 2020

- Worked on upcoming features for the Oculus Browser team, focusing on improving user experience through browser tools throughout the entire VR web browser.
- Wrote unit tests using JavaScript, Jest and C++ in conjunction with end to end tests using Guatlent for existing web components in production.
- Implemented context detection of web contents during selection events utilizing C++ and Java via leveraging Chromium OS.
- Developed browser components utilizing TypeScript and React while iteratinig based off of design documents and the results of continuous user research.

System Energy Efficiency Lab, La Jolla, CA

Undergraduate Researcher within the CSE Undergraduate Research Scholars Program

July. 2018 – June. 2019

- Collaborated with four undergraduates to develop an autonomous methodology of measuring a research participant's daily ambient light exposure.
- Implemented data collection and storage functionality using C for wearable sensors constructed out of Arduinos and Adafruit light sensors.
- Connected data pipelines of other team members by writing a program using C++ which combined and preprocessed the data collected by mobile applications and wearable sensors.

Projects

Looking For Career

Gaming Career Exploration Website - <https://lookingforcareer.xyz/>

July. 2019 – August. 2019

- Web-scraped various sites using Python to compile information regarding common careers within the gaming industry via BeautifulSoup and Selenium.
- Built a website using HTML, CSS and Javascript that allows users to enter interests by tags into a search bar and the site returns corresponding career types.
- Learned how to use Firebase to store and retrieve back-end data concerning job descriptions and useful links.

Artist Tour Visualizer

Concert Web-Scraping Application - <https://justbrentvanzant.github.io/TourVisualizer->

September 2019

- Utilized Python and the BeautifulSoup library to web scrape data regarding weekly top artists based on Billboard.com.
- Developed JavaScript functions which processed artist searches into queries to REST APIs to provide real-time data about upcoming concert times and locations.
- Connected the website through Javascript to a back-end built using Firebase which stored API queries and web-scraped data, removing potentially repeated queries.

Extracurricular

UCSD Video Game Development Club, La Jolla, CA

President

September. 2017 – June. 2020

- Develop and lead workshops and tutorials focused on teaching programming fundamentals through game development in the Unity engine using C#.
- Mentor groups of 5 to 8 students quarterly through intermediate level game development projects involving 3D game mechanics and physics.
- Utilized Python to web scrape data from multiple game development companies' career pages to compile and organize by field a list of over 150 open internships for club members to browse and apply to.