

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 – June. 2021

SKILLS

Programming Languages: C++, JavaScript, Python, C#, C, Java
Technologies: Git, Node.js, Express, Firebase, MongoDB, Unity

WORK EXPERIENCE

Facebook, Seattle, WA
Incoming Software Engineering Intern

June. 2020 – September. 2020

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.

UCSD CSE Department, La Jolla, CA

Tutor

June. 2018 – September. 2018

- Worked as a part of a team of undergraduates tutoring for the class "Basic Data Structures and Object-Oriented Design".
- Provided assistance with programming problems and clarified concepts ranging from data structure details to Java syntax.
- Presented visualizations of desired code functionality and answered student questions regarding the usage and utility of different data structures.

Projects

Looking For Career

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

July. 2019 – August. 2019

- 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.
- Web-scraped various sites using Python to compile information regarding common careers within the gaming industry.

Artist Tour Visualizer

Concert Web-Scrapping 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.

Number Facts Live

Online Chat Room - <https://boiling-atoll-56554.herokuapp.com/>

August 2019

- Constructed a website that acquires random facts about numbers and emits them to a real time chat system.
- Devised user communications and commands by utilizing Socket.io to handle communications between the server and client while using JavaScript to manage server-side logic and client-side display of data.
- Implemented user querying of number facts by using Numbers API.

Extracurricular

UCSD Video Game Development Club, La Jolla, CA

Vice President

September. 2017 – Present.

- 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.