Anthony Mirand-Vidaurre
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EDUCATION

University of Washington — Seattle, WA
Master of Science in Computational Linguistics — *Sept. 2019 –*

University of California, Los Angeles — Los Angeles, CA
Bachelor of Science in Computer Science — *Sept. 2014 – Dec. 2018*

EXPERIENCE

Google — Kirkland, WA
Software Engineer — *May 2019 –*
- Working on the Android Messages Shell team, responsible for architecture, system health, and release process

YouTube — New York City, NY
Software Engineering Intern — *Jun. 2018 – Sept. 2018*
- Worked on the YouTube Live Discovery team, designed framework for experimentation of playlists spanning public facing surfaces
- Taking input from multiple stakeholders, optimized framework to reduce setup overhead/increase ease-of-use for outside teams
- Reduced auto-generated live playlist publishing time by ~70%, resulting in more accurate live playlists
- Contributed to the YouTube Gaming team by ranking localized live videogame content for new Gaming destination on YouTube

Google — Mountain View, CA
Software Engineering Intern — *Jun. 2017 – Sept. 2017*
- Worked on the Google AdWords Campaign Construction team, developed a drag-and-drop column reordering interface
- Built feature using lazy loading & rendering to accommodate latency requirements of the large, detailed ad campaign tables
- Contributed to the Ads Core Experience Infrastructure team by outlining a ~20,000-line circular type dependency refactor

The Coding School — Los Angeles, CA
Programming Instructor — *Sept. 2015 – Dec. 2016*
- Developed, organized, and co-instructed the HTML/CSS, JavaScript, and Unity curriculums in 15 Los Angeles middle schools
- Provided one-on-one assistance throughout the weekly lessons and individual assignments to a total of ~150 students

Unity Technologies & UCLA — San Francisco, CA
Unity Consultant - Developer & UCLA Undergraduate Researcher — *Jun. 2016 – Jul. 2016*
- Developed a Steer-To-Point redirected walking algorithm to guide users to specific waypoints integral to a narrative
- Made a scene transition manager to time-lapse/move pieces of the environment into place to simulate changing atmosphere
- Presented "Essential Algorithms for Creating Guided Narrative VR Experiences" at SIGGRAPH Anaheim 2016

Moth + Flame VR & AMD — Los Angeles, CA
Virtual Reality/Unity Junior Developer — *Jul. 2016 – Aug. 2016*
- Built a gaze activation manager to guide users' experiences through a narrative based on attention-grabbing objects
- Applied the gaze manager to contribute to a choose-your-own-story experience, using spatial audio to indicate scene transitions

PROJECTS

Los Angeles Mood (Twitter Emotion Analyzer)
- Twitter account gathers and analyzes emotional contents of all tweets located within the Los Angeles area
- Utilized trained recurrent neural network to predict moods amongst Ekman's emotions: anger/disgust/fear/joy/sadness/surprise

Spotted on Spotify (Music Recognition Command Line Application)
- Command line application searches for songs from YouTube/SoundCloud URLs and adds potential match to a Spotify playlist
- Analyzed track metadata via audio fingerprinting and recognition to feed into a pattern matching search algorithm

Court (Anonymous Interested-Based Dating)
- iOS application which matches users based on selected interests and reveals profile information upon conversation milestones
- Created User and Profile back-end schemas/endpoints and organized profile unlocking triggers over web sockets

Vapor (Portable/"Local" Cloud Storage Device)
- iOS application which downloads files from users' Google Drive accounts or USB drives to be shared from a Raspberry Pi
- Designed and developed multi-threaded back-end server with custom OAuth2 user authentication workflow

Coffee Stains (LaTeX Coffee Stains Package)
- Contributed to the "open source" package that places a pre-rendered coffee stain splash on a selected page of a document
- Expanded functionality through a "bleed" option that simulates a heavy coffee stain splash bleeding through consecutive pages

PROGRAMMING SKILLS

Languages: C++, C, Python, Java, Dart/Angular2, HTML/CSS, Linux/Bash Shell, LaTeX