

# Bryant Dang

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## EDUCATION

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### University Of California, Irvine

Bachelor of Science in Software Engineering

Irvine, CA

Expected Graduation: June 2026

## EXPERIENCE

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### Student Design Associate

April 2023 - June 2026

University of California, Irvine - Student Affairs

Irvine, CA

- Designed and produced hundreds of promotional assets including printed collateral, flyers, and social media content for campus programs and events.
- Developed visual branding concepts for campus organizations to refresh identity and design language.
- Contributed to creative direction and concept development for campaigns reaching diverse student audiences and communities.

## PROJECTS

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### Raytheon Airspace Visualization Platform | Developer | *Java, Spring Boot, Unity, C#*

- Assembled a Unity C# system architecture to construct 3D airspace visuals and maintain flight data across a set of planes.
- Transformed traditional 2D flight data into spatial 3D visualizations of airspace in both real-time and historical contexts through an interactive VR application.
- Utilized a Java Spring Boot backend service to parse and process ADS-B aviation data from the FlightAware Firehose API, communicating with a Unity front-end to render data in 3D space.
- Designed and built intuitive user interactions for navigating and analyzing airspace and aggregate aircraft data.

### Surround Sound: Live Music Discovery Platform | Developer | *Javascript, React.js, TailwindCSS, Supabase*

- Engineered a full-stack web application to help users browse nearby concerts and obtain pertinent information on upcoming live events.
- Developed event-specific forums, allowing users to connect, share information, and coordinate plans surrounding a concert.
- Leveraged the Ticketmaster Discovery API to populate search results with real-time event listings, venue information, and artist details.
- Planned and designed a motion prototype in Figma before creating responsive frontend interfaces in React.

### SamaSama: Campus Organization Events Website | Design Lead | *Figma*

- Oversaw the design and prototyping of a full-stack web application for consolidating the media presences of all Filipino organizations on campus.
- Conducted user research and competitive analysis of similar products, constructing a comprehensive context of the problem.
- Directed the visual identity and branding development, while delegating web pages across 3 designers.
- Reviewed renditions of 20+ web pages, guiding members toward cleaner, cohesive design and efficient prototyping.

## SKILLS

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**Programming Languages:** Java, Python, C++, C#, JavaScript, SQL

**Frameworks/Runtime/Libraries:** React.js, Next.js, Spring Boot, Node.js, Supabase

**Developer Tools:** Jira, Git, GitHub

**Game Engines:** Unity

**Digital Tools:** Adobe Creative Cloud, Microsoft 365, Google Suite