

SEBASTIAN DANG

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SKILLS

LANGUAGES

C++, C#, C, Java, Python, JavaScript, HTML, GLSL, SQL

LIBRARIES & APIS

OpenGL, GLM, Qt, OpenCV, FFmpeg, GLOG

SYSTEMS & TOOLS

Visual Studio, Unity, CMake, Git, SVN, MySQL, ADB

OPERATING SYSTEMS

Windows, Linux, Android, Kernel

EXPERIENCE

QUALCOMM

OCTOBER 2019 – PRESENT

Software Engineer

- Implement and debug kernel driver modules for power management.
- Develop and manage Wi-Fi Display applications and services using the Miracast standard.
- Familiar with Android Development Tools: SDK, NDK, HAL, ADB, Fastboot.

SPORTS MEDIA TECHNOLOGY

JULY 2017 – OCTOBER 2019

Software Engineer

- Implement real-time and dynamic rendering techniques for live broadcast software.
- Design and build adaptable graphical user interfaces for a variety of applications and products.
- Utilize image processing and computer vision techniques in optical based 3D tracking systems.
- Manipulate and analyze color spaces to improve rendering and tracking.
- Improve data quality and database performance for automated tracking data.
- Develop core libraries and tools to optimize and reinvent current processes.

OFFICE OF ENGINEERING COMPUTING

FEBRUARY 2015 – JUNE 2017

Desktop Support and Web Developer

- Provide end-user technological support for software and network related issues.
- Perform hardware repairs and replacements for video cards, motherboards, and hard drives.
- Administer work stations and printers for all staff in the Jacobs School of Engineering.
- Resolve Active Directory (AD) replication, group policy, and data migration issues.
- Use HTML, JavaScript, and CSS to perform client side and server side website changes.

UNIVERSITY OF CALIFORNIA, SAN DIEGO

SEPTEMBER 2016 – JANUARY 2017

Computer Graphics Course Tutor

- Provide valuable support in representation and manipulation of pictorial data.
- Implement photorealistic images using the standardized API, OpenGL.
- Design and deploy frameworks for utilizing OpenGL in Windows and OS X environments.
- Generate interactive images using procedural modeling with manipulations in real time.
- Construct and render complex objects using a custom scene graph data structure.

PROJECTS

DISCORD BOT

[GITHUB.COM/SEBASTIANDANG/DISCORD-BOT](https://github.com/SebastianDang/discord-bot)

A multi-purpose Discord bot in C# built on .NET Framework. It is designed for single server usage, implemented with task asynchronous patterns and is capable of real-time audio streaming.

MAPLEPY

[GITHUB.COM/SEBASTIANDANG/MAPLEPY](https://github.com/SebastianDang/MaplePy)

A game client emulator for a popular MMORPG in python. The project explores challenges in game logic, resource management, threaded tasks, and data manipulation.

EDUCATION

B.S. COMPUTER SCIENCE

UNIVERSITY OF CALIFORNIA, SAN DIEGO

JUNE 2017
LA JOLLA, CA