

# BRIAN HLONGGUL

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## Education

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### California State University, Fullerton

*Bachelor of Science in Computer Science*

August 2025 – May 2027

Fullerton, CA

### Mt. San Antonio College

*Computer Science Transfer*

February 2021 – May 2025

Walnut, CA

**Relevant Coursework:** Data Structures, Object-Oriented Programming, Foundations of Software Engineering, Algorithms, Discrete Mathematics, Operating Systems

## Technical Skills

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**Languages:** Java, Python, C++, C#, TypeScript, JavaScript, SQL, HTML/CSS

**Frameworks & Libraries:** React, Next.js, Node.js, Express, Unity, MediaPipe, Pandas, NumPy, Matplotlib, Seaborn, scikit-learn

**Developer Tools:** Git/GitHub, VS Code, Vite, Jupyter Notebook, Arduino IDE, NeonDB/PostgreSQL

## Experience

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### Student Data Science Researcher

*CIC-PCUBED, California State University, Fullerton*

May 2025 – June 2025

Fullerton, CA

- Co-led a 2-person data science study on the correlation between digital behavior and mental health metrics.
- Presented findings to 20+ student participants and faculty, translating statistical results into accessible takeaways for a non-specialist audience.
- Developed a Python data analysis pipeline in Jupyter Notebook leveraging Pandas, NumPy, Matplotlib, Seaborn, and scikit-learn.

## Projects

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### NodeBud | *TypeScript, Next.js, MediaPipe, Gemini API*

April 2026

- Engineered the AI scoring pipeline for a mock-interview web app at BroncoHacks 2026, scoring candidates on 3 behavioral metrics (posture, eye-contact, attentiveness) by integrating client-side MediaPipe vision with the Gemini API.
- Architected a client-side heuristics-bundle pattern that processed webcam frames locally and bundled per-question metrics with the user's transcript into a single Gemini request, eliminating video-upload bandwidth in a 24-hour 3-person build.

### TravelBookers | *React, Vite, Node.js, Express, NeonDB*

December 2025

- Engineered the backend and database layer of a full-stack car rental web app supporting customer checkout flows and an admin dashboard for fleet management, by designing Node.js/Express REST endpoints against a NeonDB Postgres schema.
- Applied core software engineering fundamentals — schema modeling, RESTful API design, and frontend-to-backend integration — in a 5-person Foundations of Software Engineering team, delivering a full-stack prototype with admin and customer feature parity.

### PomoDori | *Unity, C#*

April 2026

- Co-developed a gamified Pomodoro study app for FullyHacks 2026 with a 3-person team, shipping a complete underwater-themed gameplay loop within the 24-hour window by learning Unity and C# from scratch during the event.
- Implemented core gameplay systems and integrated original team-produced pixel art and audio in Unity, producing a playable MVP published to itch.io with a video demo for judges.

## Extracurricular

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### Association for Computing Machinery (ACM)

*Node Buds Officer*

August 2025 – Present

Fullerton, CA

- Coordinated weekly social and technical events for 50+ active Node Buds members, sustaining consistent meeting attendance and engagement by curating mixed community-building and workshop programming for the CSUF ACM chapter.
- Managed end-to-end logistics of the big-little mentorship program, successfully pairing 10+ incoming Computer Science students with returning mentors via interest-form intake and shared-coursework matching.
- Increased Spring 2026 chapter participation by personally onboarding 4 new recurring attendees through targeted outreach and 1-on-1 introductions, reinforcing the Node Buds peer-to-peer culture.