Brendon Daugherty

516 Glenrock Ave #101| Los Angeles, CA 90024 |
brendonkdaugherty@engineering.ucla.edu | https://www.brendondaugherty.me

Education

University of California: Los Angeles
   Bachelor of Science, Computer Science and Engineering

Relevant Courses

- CS111 Operating Systems (Unix/Linux)
- CS118 Computer Networking(TCP/IP)
- CS152A Digital Design (Verilog)
- CS151B Computer Architecture (Caches, Virtual Memory, Microinstructions)

June 2019
GPA: 3.8/4.0

Distinctions

- Upsilon Pi Epsilon
- Dean's Honor List
- Eta Kappa Nu IEE
- Tau Beta Pi

Relevant Skills

Web Development	Software Engineering	Cloud Computing	Game Development
HTML, CSS, Javascript, ReactJS, NodeJS	Unix/Linux, Bash, Git C, C++, Python, MongoDB	Google Cloud, Amazon Web Services, Microsoft Azure,	HTML5, Phaser, Blender Unity3D (C#), Unreal (C++)

Work Experience

Apple: FileMaker Software Engineering Intern   Summer 2017

Throughout my internship at Apple, I experienced the full development cycle, and saw first hand some of the struggles that come with attempting to implement cutting edge technology while still providing a seamless platform for all users.

- Followed a Test Driven Development plan, building a framework for unit and behavioral tests with Mocha and Chai, as well as a custom Javascript framework for QA to better emulate our product instances.
- Utilized a continuous integration and development model using Grunt to automate development operation tasks and Git for version control.
- Helped to create, test, and document a 'serverless' REST API built using AWS Lambda, and API Gateway.
- Developed the FileMaker Internal DevOps (FIDO) Chat Bot to increase team productivity, utilizing Azure Cloud Services and NodeJS.
- Worked with data monitoring services such as Splunk, AWS Cloudwatch, and the Azure platform to better understand and monitor deployed cloud applications.
- Presented frequently to all of product development to exhibit the work our team had done.

Personal Projects

A Child's Journey

Worked with another developer and three artists as a part of Creative Labs at UCLA to develop the Oculus Touch experience *A Child's Journey* using Unity 3D, primarily developing in C#.

brendondaugherty.me

In an attempt to learn Ruby on Rails, I developed my first personal site. Soon, I will revamp this project using the Javascript skills I have learned.

Community Impact

Medleys: Community Service A Cappella

As manager, I coordinate with our group as we visit locations such as St John's Children's Hospital, The Downtown Women's Center, and The Veteran Homes of California to spread music throughout Los Angeles.

Computer Science Tutoring

Through UPE, HKN and TBP, I tutor for undergraduate Computer Science courses at UCLA.

Other Interests

I enjoy studying language, as well as singing and playing guitar.