Brandon Morimoto

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SKILLS

Languages: Python, Java, Javascript/Typescript, Node.js Golang, Rust, Bash, SQL, HTML/CSS
Databases: MySQL, MongoDB, PostgreSQL, Cassandra
Frameworks/Libraries: Django, Flask, FastAPI, React.js, Next.js, Tailwind CSS, TensorFlow, Pandas, JUnit, Express.js, GraphQL, Spring Boot
Tools: Git/GitHub, Gradle, Docker, Postman, AWS, Unix/Linux

EXPERIENCE

Chipster - Web Developer **Feb 2022 - May 2022**
Redesigned a website using WordPress for a non-profit organization. Utilized SCRUM methodologies to structure and organize the project. Created Newsletter signups and donation pages.

EDUCATION

San Jose State University **San Jose, CA**
Bachelor of Science, Management Information Systems **Aug 2017 - May 2022**
Minors in Computer Science and Mathematics
Coursework: Machine Learning, Artificial Intelligence, Data Structures and Algorithms, Object Oriented Design, Databases, Discrete Math, Linear Algebra, Calculus, Probability, Statistics, Spectral Graph Theory
Awards and Certificates
Dean's Scholar (2018, 2020)
Deep Learning Specialization (Neural Nets, Hyperparameter tuning, Conv Nets, Sequence Models, Structuring Projects)

PROJECTS

Malware Classification (GitHub Link) **Java | Python | Scikit-learn**
- Implemented a Hidden Markov Model (HMM) from scratch in Java to classify malware samples based on opcode sequences to achieve an AUC of 54% - 90% depending on the malware family.
- Processed the data by mapping opcodes to integers to feed into the HMM.
- Stacked HMM and SVM to enhance the AUC to 84% - 100% depending on the malware family.

Handwritten Equation Solver (GitHub Link) **Django | React.js | Tensorflow | OpenCV**
- Built a full-stack web application that solves handwritten equations using deep learning.
- Used a modified LeNet-5 architecture to achieve a validation accuracy of 99%.
- The user writes an equation on a canvas that gets sent to the server as a base64 encoded string. The result is then displayed on the client side.

Maze Mania (GitHub Link) **Java | JUnit | Java Swing**
- Built a maze game where the user moves a dog carrying a pizza through a series of mazes.
- Game features include in-game notifications, reset/time traps, and increases in difficulty throughout the mazes.
- The project was structured using the MVC design pattern and tested using JUnit.

Personal Website/Blog (GitHub Link) **Javascript | Next.js | Tailwind CSS**
- Built a portfolio website to showcase my projects and blog about technical and non-technical things.
- Used Next.js along with Tailwind CSS to build and style my website.
- Implemented a Markdown-based blog to create new blog posts easily.
- Deployed the website on Vercel