Brandon COMINS

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WORK EXPERIENCE

2022 | **Code Coach at theCoderSchool** Irvine, CA
I am teaching students in elementary and middle school how to code in Python and Scratch. I learned how to explain programming concepts, in ways that anybody could understand.

2021 | **Robotics Teacher for RoboQ** Online
Remotely taught high school students arduino robotics. Each student learned how to program, solder, and cad. I bettered my communication skills by making sure each student understood the material.

2015-2018 | **Tech Department at Green Polishing Solutions** Canoga Park, CA
Set up, repaired, and maintained the company's servers, computers, and printers- mostly involving installing software, removing viruses, and swapping parts.

PROJECTS

2022 | **Desktop Pet** PYTHON GITHUB.COM/BRANDONCOMINS/DESKTOP-PET
Made an annoying desktop pet that will sometimes steal your mouse if you leave it idle. I re-learned how to use the tkinter library.

2020 | **Curdle Game Jam 5** C/C++ GITHUB.COM/BRANDONCOMINS/GAME
Entered a game jam. I implemented a functioning camera and procedurally generated dungeon. I learned to use C# and the debugger for the first time.

2020 | **Drone** C/C++ GITHUB.COM/BRANDONCOMINS/DRONE
Entered a class competition to construct a drone with sensors that determine when to deploy a servo-actuated payload. Despite initially struggling with the aerodynamics of the drone, I re-designed and re-built my drone four times until it could finally fly! I placed 3rd out of 50+ other groups.

2019 | **Rocket Flight Computer** C/C++ GITHUB.COM/BRANDONCOMINS/ROCKET
Constructed a flight computer that logged data and used sensors to determine when to deploy the parachute. Although this was an annual project for my high school, I was the first person in the school's history to take the challenge of making a flight computer instead of buying one. This project taught me problem solving through debugging, wire management and soldering, and about mosfets.

2019 | **Fruit Piano** C/C++ GITHUB.COM/BRANDONCOMINS/FRUITPIANO
Went to a science fair at Darby Elementary School to demonstrate STEM and robotics. I made a fruit-actuated "piano," to show that wiring and electronics can be fun. I learned about using unconventional methods, such as fruit, to close a wiring loop.

2019 | **RC Car** C/C++ GITHUB.COM/BRANDONCOMINS/RC-CAR
As a camp counselor, I constructed a remote controlled car using an Arduino. I made this project because I wanted to show the kids that robotics isn't just work, but is also fun. This project also taught me how to use speed controllers and a bluetooth module for the first time.

TECHNICAL SKILLS AND QUALIFICATIONS

Languages | JAVA, PYTHON, C++, C, VERILOG, VHDL, MIPS ASSEMBLY, REGEX, EMBEDED SYSTEMS, LATEX
Software | Xilinx Vivado, Git, Visual Studio, MATLAB, Solidworks, Simplify3D, Arduino, ROS2

EDUCATION

2019-2023 | **University of California, Irvine** Irvine, CA
Graduation in 2023, COMPUTER SCIENCE ENGINEERING B.S

2019 | **Los Angeles Pierce College** Woodland Hills, CA
Concurrent enrollment with high school (HTLA)

RELEVANT COURSEWORK

Electrical Devices and Systems, Organization of Digital Computers, Python Programming, Advanced C, Data Structures, Intro to computer graphics, Discrete Mathematics & Probability Theory, Linear Algebra & Differential Equations, Calculus 3, Intro to Software Engineering

ADDITIONAL EXPERIENCE

2022 | Software Lead for Legacy Robotics, UCI's Robomaster University League's Team
2020-2022 | Mentor High Tech Los Angeles in FRC (First Robotics Competition)
2019 | Computer Teacher at One Generation
2019 | Team Captain of High School FRC team (First Robotics Competition)
2019 | Mentor Darby Elementary in Lego Robotics (First Lego League)
2018 | Camp Counselor for Lego Robotics Camp
2016-2018 | Volunteer at Motion Picture Funding Hospital