Brandon Comins

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Work Experience

2021 | **Robotics Teacher for RoboQ**
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.

Projects

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 intially struggling with the aerodynamics of the drone, I re-desiged and re-built my drone four times until it could finally fly! I placed 3rd out of 50+ other groups.

2019 | **Rocket Flight Compter** 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 unconvential methods, such as fruit, to close a wiring loop.

2019 | **RC Car** C/C++ github.com/BrandonComins/RC-Car
While being 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 | Vivavodo, Git, Visual Studio, MATLAB, Solidworks, Simply3D, Arduino

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, Discrete Mathematics & Probability Theory, Intro to Software Engineering

Additional Experience

2015-2018 | Tech Department at Green Polishing Solutions
2016-2018 | Volunteer at Moption Picture Funding Hospital
2019 | Computer Teacher at One Generation
2019 | Team captain of high school robotics
2019 | Mentor Darby Elementary in Lego Robotics (First Lego League)
2021-2022 | Mentor High Tech Los Angeles in FRC robotics (First Robotics Competition)