Brandon Y. Su

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Summary Of Qualifications

- B.A. in Computer Science, Minor in Economics, *Major GPA*: 3.81/4.0 | *Minor GPA*: 3.75/4.0 | *Overall GPA*: 3.4/4.0
- Databases, Cloud Computing Platforms*:* Amazon Web Services, Google Cloud Platform, MySQL, RethinkDB
- Programming Languages*:* Java, Python, C, HTML/CSS, JavaScript
- Language*s*: English (Native), Mandarin Chinese (Proficient), Spanish (Conversational)

Education

New York University, College of Arts and Science   **New York, NY**
B.A. in Computer Science, Minor in Economics   *Expected Graduation Date: May 2018*
- Honors: Presidential Honors Scholars Program, College of Arts and Science
- CS Coursework: Intro to Computer Programming, Intro to Computer Science, Discrete Math, Data Structures, Linear Algebra, Computer Systems Organization, Basic Algorithms
- Currently taking: Special topics: Computer Graphics, Operating Systems, Intro to Web Design

Professional Experience

NYU America Reads   **New York, NY**
America Reads Tutor   *Sep 2014 — Present*
- Taught middle school kids mathematics in a one-on-one environment that fostered learning and development
- Graded various exams and assignments, alongside teachers and independent from teachers

Droice Labs   **New York, NY**
Frontend Software Engineer Intern   *Oct 2016— Nov 2016*
- Used HTML and CSS to update the official website layout for desktop and mobile device
- Designed multiple layouts with the web design app Sketch to later implement using HTML and CSS

BloomSky   **Redwood City, CA**
Backend Software Engineer   *Jun 2016 — Aug 2016*
- Provided updates and fixed bugs on the BloomSky weather app to ensure that the front end ran smoothly
- Analyzed and formatted weather data into user-friendly formats for the rest of the team to incorporate
- Updated code and contributed functions to the company's API so that the app could offer improved services

Projects

Escape game
- Designed a first person exploration game in Unity focusing on exploring the terrain and avoiding enemy zombies
- Incorporated audio and wrote scripts to trigger events and control time based aspects including lighting and enemy spawns
- Designed a User Interface to display data such as health and a timer during gameplay

Extracurricular Activities

NYU ECO Reps   **New York, NY**
Hall Representative   *Sep 2015 — Present*
HackNYU   **Shanghai, China**
HackNYU participant   *Feb 2016*

Skills & Interests

Technical Skills: Github, Jupyter Notebook, Terminal, Unity, Sketch
Interests: Completing Puzzles, Foodie, Hiking, Painting, Supporter of Green Efforts, Swimming, and Tasting Tea