Brandon Tu

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EDUCATION

University of Guelph — Guelph, Ont.
Bachelor of Computing Honours in Software Engineering, Minor in Business — *Sept. 2019 – Apr. 2024*

EXPERIENCE

Jr. Full Stack Developer — Jan. 2023 – Aug. 2023
System1 — *Guelph, Ont.*
- Worked in a team that developed a light weight client-side browser script and server side application written in typescript to streamline the ad deployment process
- Worked on and maintained an application written in angular and Node.JS
- Leveraged services such as Serverless and AWS Lambda to deploy typescript based application

Jr. Full Stack Developer — May 2022 – Aug. 2022
System1 — *Guelph, Ont.*
- Developed requested changes to various high traffic PHP Wordpress based websites based on stakeholder requests
- Utilized services such as AWS and Jenkins to deploy and monitor production code

Jr. Full Stack Developer — Sept. 2021 – Dec. 2021
System1 — *Guelph, Ont.*
- Translated stakeholder request into production changes to various high traffic PHP Wordpress based websites
- Diagnosed and fixed production bugs in various high traffic PHP wordpress websites

PROJECTS

HLTB Chrome Extension | *Vite, React, Typescript, ShadCN/UI, Netlify* — Dec. 2023
- Developed a chrome extension that displays an inputted game's completions time information(ie how long it takes to beat it, beat with side content and complete it)
- Leverages the HLTB node package API to provide completions information
- Created a backend Node server hosted on Netlify that uses the HLTB node package
- Hooked up the chrome extension to the backend end server via a api call

CalCount | *Flutter, Dart, SQLITE* — Mar. 2024 – Apr. 2024
- Developed a mobile application used to enable the user to track user's caloric input by setting custom caloric and macro nutrient goals
- Application allows for users to manually enter in the calories of the food item along with its macro nutrients
- Leveraged the flutter mobile vision library that allows users to take pictures of the nutritional label instead of inputting it manually
- Displays a graph that shows the daily caloric intake for the given week so far
- Leveraged the SQLFLITE library to utilize SQLITE to store users information locally on the device

Farkle | *HTML, CSS, Javascript, Bootstrap, Github Pages* — Feb. 2024
- Developed a port of the dice game from Kingdom Come Deliverance
- Application roughly follows the same ruleset used in KCD
- Allows for up to two users to play at once

TECHNICAL SKILLS

Languages: Javascript, Python, C, HTML/CSS, Dart, PHP, Ruby, ADA, Cobol, Kotlin, SQLIte
Frameworks: React, Node.js, Flask, Flutter, WordPress, TailwindCSS, Sass, Bootstrap
Developer Tools: Git, Docker, Vite, Sourcetree, AWS (mainly Lambda & S3), VS Code, XAMPP, Netlify