Brandon Suen

Software Engineer | https://bsuen.netlify.app/

EDUCATION

- **UC Berkeley:** B.A. Computer Science & Data Science double major (expected grad. May 2023)
- **Cumulative GPA**: 3.82, EECS Honors Program member
- **Technical skills:** JavaScript/Node.js, React Native, Python, Java, C, HTML, CSS/SASS, Git, React.js, Redux, Express.js, Bootstrap, Machine learning, Deep reinforcement learning

EXPERIENCES

Software Engineer Intern at Google, Inc., Upcoming Summer 2022

Data Science Intern with the National Park Service, Feb. 2022 - May 2022— *R, dplyr*
- Wrote R programs to compute hydrology metrics of Yosemite and Sequoia National Parks
- Created pipeline for data processing, computational analyses, and visualization

Research Apprentice at Boettiger Lab, UC Berkeley, Sept. 2020 - May 2022— *Python, Gym*
- Researched data science approaches to ecological forecasting and decision making
- Modeled fisheries using deep reinforcement learning to evaluate optimal fishing strategies

STEP Intern on Web Stories Team at Google, Inc., May 2021 - Aug. 2021— *JavaScript, CSS*
- Added Image Quiz and Poll components to Web Story library using HTML, CSS, and JavaScript
- Engineered components to be clean, engaging, performant, and accessible on many browsers
- Responsible for implementation, engineering design docs, testing, documentation, and demos
- Collaborated with other Google engineers and designers daily and presented ideas and projects

Computer Science Summer Institute at Google, Inc., July 2020— *JavaScript*
- Completed a project-based JavaScript curriculum taught by Google engineers
- Delivered collaborative final project presentation with live demonstration to Google employees

Full-Stack Developer Intern (Unpaid) at Reputationaire, June 2019 - Sept. 2019— *React.js*
- Added UI features to Reputationaire's web service using Agile methodology
- Fixed many bugs and cleaned up code on a large codebase

PROJECTS

UC Berkeley CS 61A Hog Contest Winner, July 2020— *Python, XGBoost, Pandas*
- Placed top 3 in a ~700 student class in contest to design best algorithm for dice-rolling game
- Used tree recursive strategy with supervised machine learning classification using XGBoost

Creator of Geographist, on iOS App Store since Aug. 2019 — *React Native, Redux, JavaScript*
- Allows users to explore random cities on a map using information retrieved from various APIs
- Periodically shows ads using Google AdMob and offers an in-app purchase to remove ads

Creator of Quiz Watch, on iOS App Store since Mar. 2019— *React Native, Redux, JavaScript*
- Trivia app with over 1,000,000 trivia questions answered by thousands of users across the world
- Implemented algorithm to evaluate the accuracy of answers by using the Wikipedia API

Other projects: 2 other iOS apps and 20+ more programming projects (see personal website)

CERTIFICATIONS

Deep Reinforcement Learning Nanodegree, 7/2/2020, Udacity — Python, *DQN, DDPG, etc.*
Intensive project-based curriculum (4 months worth) covering value-based and policy-based deep RL

Responsive Web Design Certification, 6/1/2020, freeCodeCamp — *HTML, CSS, JavaScript*
Completed 5 web page projects to practice web development skills; represents 300 hours coursework