Brandon Suen

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

EDUCATION

- **UC Berkeley** B.A. Computer Science (intended); 2024 expected graduation
- **Technical skills:** JavaScript/Node.js, React Native, Python, Java, HTML, CSS/SASS, Git, React.js, Redux, Express.js, Bootstrap, Machine learning, Deep learning, Deep reinforcement learning
- **Relevant coursework:** Structure and Interpretation of Computer Programs, Data Structures, Designing Information Devices and Systems I (Linear Algebra) (accurate up to fall 2020)

EXPERIENCES

Computer Science Summer Institute: 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 at Reputationaire, June 2019 - Sept. 2019— *React.js, JavaScript*
- 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, and see information about the cities using information from various APIs and test knowledge by guessing city locations

Creator of Quiz Watch, on iOS App Store since Mar. 2019— *React Native, Redux, JavaScript*
- Over 1,000,000 trivia questions have been answered by thousands of users across the world
- Trivia app that reveals questions word by word to users until they buzz in and answer
- Implemented algorithm to evaluate the accuracy of answers by using the Wikipedia API
- Configured algorithm to parse inconsistent answer formats written for humans

Game Show Question-Solving Bot, built Apr. 2018— *Node.js, WebSocket, TypeScript*
- Solved answers for a live trivia game show app and automatically messaged myself answers
- Connected to the game's WebSocket stream to instantly access questions
- Solved questions using algorithm including Google Custom Search API and 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 — *Q-learning, DQN, DDPG, etc.*
- Intensive curriculum (4 months worth) covering value-based and policy-based deep RL
- Built 3 projects using DQN and DDPG algorithms to train high-performing agents

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

JavaScript Algorithms and Data Structures Certification, 9/27/18, freeCodeCamp — *JavaScript*
Honed problem solving skills by completing algorithm challenges; represents 300 hours coursework

Agile Development Course Certificate, 7/12/17, UC Berkeley on edX — *Ruby on Rails*
Gained experience in back-end development, test driven development, and the Agile methodology