

Brendan Hau



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Programming Languages

C	<div><div></div><div></div><div></div><div></div><div></div></div>
Python	<div><div></div><div></div><div></div><div></div><div></div></div>
Java	<div><div></div><div></div><div></div><div></div><div></div></div>
Racket	<div><div></div><div></div><div></div><div></div><div></div></div>
HTML	<div><div></div><div></div><div></div><div></div><div></div></div>
CSS	<div><div></div><div></div><div></div><div></div><div></div></div>
JavaScript	<div><div></div><div></div><div></div><div></div><div></div></div>

Other

Latex	<div><div></div><div></div><div></div><div></div><div></div></div>
Github	<div><div></div><div></div><div></div><div></div><div></div></div>
Bash	<div><div></div><div></div><div></div><div></div><div></div></div>
Microsoft	<div><div></div><div></div><div></div><div></div><div></div></div>
- Word	
- Excel	
- Powerpoint	

Language

English	<div><div></div><div></div><div></div><div></div><div></div></div>
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Education

Post-Secondary Education

2014 - 2019	Honours Bachelor of Science University of Toronto, St. George Program: Computer Science (Specialist) Focus: Computer Systems
2019 - 2020	Cyber Security Management Certificate University of Toronto, St. George

Course Work

Database Queries	Write simple queries, develop schemas and models, and storing data
Computer Networking	Network architecture, protocols, and propose changes to solve network issues such as congestion
Algorithm Design & Analysis	Analyzing runtime costs associated with different algorithms, as well as possible changes and their implications
Operating Systems	Understanding the underlying properties of operating systems (concurrency, deadlock, memory access, etc.)
AI & Reasoning	Search algorithms, representations of reasoning as well as uncertainty
Compilers & Interpreters	Scanning regular expressions, parsing context free grammars, type and usage checking, and code generation

Projects

2017	File System Developed code for organizing, storing and retrieval of data as well as checking for small numbers of inconsistencies and fixing them.
2018	Pacman AI Developed the AI for the ghosts in Pacman, using search algorithms and heuristics.
2019	Compiler A course project to create a working compiler (accepts an input file with an associated grammar and converts it into machine code).