

Brendan Izu

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EDUCATION

Brigham Young University

Aug 2020 – April 2024

Bachelor of Science in Computer Science, Emphasis in Software Engineering; 3.7 GPA

Provo, UT

WORK EXPERIENCE

Software Engineer & Co-founder

Aug 2023 – present

EasySpeak

Provo, UT

- Founded early stage start-up for building AI-powered software for people with speech-related disabilities. Collaborated with users with ALS and cerebral palsy for initial feature set and user testing.
- Participated in various startup competitions through the university as well as completing an early application for YC '24
- Utilized OpenAI APIs including embedding generation and completions APIs to train a model to generate responses in likeness with user information. Built out the application front end using React with Typescript. Handled datastorage using a Postgres DB with Supabase.

Software Engineer Intern

Jun 2023 – Aug 2023

Gap Inc.

San Francisco, CA

- Implemented **REST APIs** with the **Java** Spring framework, adding additional functionality to the gap.com website, including updating customer profile, shipping information, and other back-end services.
- Designed and developed API endpoints using Microsoft **Azure** services.
- Used Jacoco to analyze and increase code coverage to 85% for several active repositories.
- Improved existing APIs by adding additional functionality as well as more robust unit tests.
- Developed build scripts in **YAML**, which automated the end-to-end CI/CD pipeline through GitHub Actions.
- Presented work done throughout the entire development life cycle to managers, team members, and fellow interns.

Python Programmer

Nov 2021 – Jun 2023

SecurityMetrics

Orem, UT

- Created over 100 **Python** automation scripts leveraging diverse libraries, including **pandas** and **Selenium**.
- Used advanced debugging techniques using Chrome developer tools to analyze the functionality of customer websites and assess Captcha implementation techniques.

Help Desk Analyst

Jan 2021 – Jul 2021

BYU Physics and Astronomy Department

Provo, UT

- Handled tickets in ClickUp with a Kanban approach to sorting and prioritizing tasks.
- Used VMWare to remotely operate on different machines used throughout the department.

PERSONAL PROJECTS

HomeCooked | github.com/BrendanIzu/homecooked

- Pending publishing on the Apple app store.
- Developed a full-stack mobile application using React Native Typescript with Expo, with all social media features.
- Utilized Firebase tools for storing user information, post information, and images.

Tweeter | github.com/BrendanIzu/Tweeter

- Built a full-stack mobile application for Android with post creation, follow/unfollow, likes, and feed functionalities using Java, AWS Lambdas and AWS API Gateway.
- Implemented MD5 password hashing to handle authentication and protect data from unauthorized sources.
- Managed asynchronous events using AWS SQS to increase the applications responsiveness.

Plannr | github.com/BrendanIzu/Plannr

- Developed a mobile application for IOS and Android with event creating, RSVP, friends list, and basic calendar functionalities using React Native with JavaScript, Express, Node.js, and Amazon RDS.
- Conducted several usability tests with various iterations of the app, using user feedback to update functionalites like adding a friends list, and changing visual aspects.

TECHNICAL SKILLS

Languages: Java, Python, C, C++, C#, SQL, JavaScript/TypeScript, HTML/CSS, R, Bash, Swift, Golang, Rust

Frameworks: React, React Native, Node.js, Vue.js, Next.js

Databases: MySQL, SQLite, PostgreSQL, MongoDB, Amazon RDS, DynamoDB, Microsoft Azure SQL, Redis, Neo4j

Developer Tools: Linux, CLI, Git, Docker, Firebase, AWS, Azure, VS Code, Jenkins, Jacoco, JUnit, Express, Maven