

Brenden Smith

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EDUCATION

California State University, Long Beach

Expected Graduation: Spring 2023

Bachelor of Science in Computer Science, GPA 3.67

Honors & Awards: President's List Fall 2020, Top 3 Chapter GPA Fall 2020

Organizations: Sigma Chi, Associated Students Incorporated (Senator), Association for Computer Machinery, Developer Student Club, Beach Launch Team, Undergraduate Research Opportunity Program

EXPERIENCE

CSULB Undergraduate Research Opportunity Program | Research Assistant | Long Beach, CA **Jan. 2021 – Present**

- Conducting innovative computer vision research with a faculty member and PhD students while learning about the full cycle of a research project, including ethics, methods, and presentation.

Google Developer Student Club | Developer | Long Beach, CA

Nov. 2020 – Present

- Applied Google's front and back-end libraries, Flutter and Firebase, to design aspects of various club projects.
- Maintained project version control with GitHub with a team of engineers.

Sigma Chi, Eta Beta | Philanthropy Chairman | Long Beach, CA

June 2020 – Present

- Raised \$2000 for the chapter's philanthropy by planning and directly managing virtual events.
- Managed and mentored the philanthropy committee by teaching them event planning and management skills.

PROJECTS

Monitoring Driving Behaviors and Emotions | Research Assistant | CSULB Undergrad. Research Opportunity Program

- Developing a semi-automated approach to understanding the effects of environmental factors on a driver's behavior and emotions.
- Working with the faculty lead and PhD students to assist in project tasks while creating a research poster to present our findings.

Journey | Full Stack Developer | MarinaHacks 2021 (Winning Project)

- Journey is an application designed to help users keep track of their moods and thoughts, while giving them calming music to listen to as well.
- Applied tools such as Flutter, Dart, YouTube API, and JSON APIs to design all aspects of this project in a team of 4.
- Winner of the 2021 MarinaHacks Hackathon – Mental Health Category.

Hermes | Full Stack Developer | Google DSC Challenge 2021

- Hermes is an application to connect students in need of resources to donors willing to provide those resources.
- Applied Dart, Flutter, and Firebase in a team of 4 to develop the front and back-end aspects of this application.
- Executed the development, testing, and launch cycles of the product to submit to the 2021 Google DSC Challenge.

SKILLS & OTHER

Hard Skills

- Programming Languages: Python, C++, Dart, MATLAB, HTML, CSS, JavaScript, Java, Swift
- Frameworks: Flutter, Firebase, React, Bootstrap, TensorFlow
- Concepts: Data structures, algorithms, object-oriented programming, discrete structures, digital logic, front and back-end development
- Workspaces and environments: VS Code, Visual Studio, PyCharm, IntelliJ, Windows, Mac, Linux, Bash, Git
- Misc.: Microsoft Word, Excel, PowerPoint

Soft Skills

- Leadership and team experience through positions in extracurriculars
- Communication skills, people skills, verbal skills, ability to excel in a challenging environment, ability to work in a team.
- Critical and creative thinking skills
- Highly organized and detail oriented individual capable of adapting and multitasking.