

Nicholas Brandon Chang

| nbr4nd0n2005@gmail.com | (62)812-1177-7264 | LinkedIn: Brandon Chang | GitHub: Brrendenn | <https://brandons-portofolio.vercel.app>

EDUCATION

Bina Nusantara University

B.S. in Computer Science

Tangerang, Indonesia

Expected Graduation, May 2027

- **Concentrations:** Software Engineering
- **GPA:** 3.75/4.00
- **Related Coursework:** Data Structures & Algorithms, Algorithm Design & Analysis, Agile Software Development, Artificial Intelligence, Object-Oriented Programming, Statistics, Software Engineering.

EXPERIENCE

BINUS University

Peer Mentor

Tangerang, Indonesia

February 2025 – Present

- Mentor and guide undergraduate students in challenging Computer Science subjects to improve their academic performance and overall understanding of key concepts.
- Develop supplementary learning materials and conduct weekly tutoring sessions for groups of 2-5 students.
- Simplify complex programming concepts like data structures and algorithms, resulting in increased confidence and comprehension among mentees,

Self Employed

Private Tutor

Jakarta, Indonesia

August 2023 – Present

- Tutor elementary and middle school students in Mathematics, Social, English, and Science, designing personalized lesson plans to address individual learning needs.
- Effectively broke down complex topics into understandable segments, leading to improved grades and subject matter mastery for students.
- Maintain clear and consistent communication with parents regarding student progress, fostering a positive and collaborative learning environment.

PROJECTS

DevLink

Solo Project

Tangerang, Indonesia

<https://devlink-project.vercel.app> | <https://github.com/Brrendenn/devlink-project>

- Developed and built a full-stack link-sharing platform enabling users to create a personalized shareable profile page with a customized list of their social and professional links.
- Designed and integrated a secure RESTful API with Node.JS and Express.JS, with Prisma as the ORM for seamless interaction with a PostgreSQL database.
- Designed and styled a clean, responsive interface using Tailwind CSS and custom UI components from shadcn, ensuring an optimal user experience on both desktop and mobile devices.

LearnSphere

Team Lead

Tangerang, Indonesia

<https://github.com/Brrendenn/LearnSphere>

- Engineered a decentralized, full-stack learning application on the Internet Computer blockchain, featuring a Motoko backend canister for all business logic and data persistence.
- Developed a gamified user experience with a “Quest” system where users complete learning tasks to earn experience points (XP) and level up, with all user stats and progress tracked on-chain.

ACTIVITIES AND LEADERSHIP

BINUS University

Freshmen Leader and Partner

Tangerang, Indonesia

September 2024 – September 2025

SKILLS

Programming: Java, Python, JavaScript, HTML/CSS, SQL, Node.js, React.js, Next.js

Tools: Eclipse, Git, Bootstrap/Tailwind, Figma, Agile