Nicholas Brandon Chang

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EDUCATION

Bina Nusantara University   **Tangerang, Indonesia**
B.S. in Computer Science   *Expected Graduation, May 2027*
   o **Concentrations:** Software Engineering
   o **GPA:** 3.75/4.00
   o **Related Coursework:** Data Structures & Algorithms, Algorithm Design & Analysis, Agile Software Development, Artificial Intelligence, Object-Oriented Programming, Statistics, Software Engineering.

EXPERIENCE

BINUS University   **Tangerang, Indonesia**
Peer Mentor   *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   **Jakarta, Indonesia**
Private Tutor   *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   **Tangerang, Indonesia**
Solo Project
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   **Tangerang, Indonesia**
Team Lead
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   **Tangerang, Indonesia**
Freshmen Leader and Partner   *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