BRANNON LUONG

Computer Science Student (2021-2025)

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EXPERIENCE

Research Assistant

UC Irvine Transportation Undergraduate Research Assistant Program (ITS)

📅 July 2023 – Sep. 2023   📍 Irvine, California, U.S.A

- Contributed to a research project by building a webpage that displays ML models from live LiDAR and vision camera.
- Used ROSbridge (Robotics Operating Service), python, and HTML/CSS/JS.

PROJECTS

Discord Bot Integrations

- Incorporated several API's such as Weather, Google, Yahoo Finance, and Matplotlib for data at the time of API Call.
- Displays a graph when pinged by the user with a stock ticker symbol and time range.

Server Connect Four and Columns Game

- Built a game on Pygames app to play Connect Four and Columns.
- Sent and received data of the player to the server using web sockets.

Biography Website

- Built a website to develop mastery in HTML, CSS, Javascript.

Unity Clicker Game

- Built a clicker game to gain game design and development experience.

BMI Calculator App

- Built a Body Mass Index calculator using Swift to gain knowledge in iOS development.
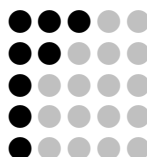
SKILLS

Languages

Python   ●●●○○
C++   ●●○○○

Development

HTML/CSS/JavaScript   ●●●○○
MySQL   ●●○○○
Swift   ●○○○○
Unity   ●○○○○
Linux (Ubuntu)   ●○○○○

EDUCATION

UC Irvine Computer Science
3.4 GPA

Irvine, California, United States

📅 September 2021– June 2025

Relevant Coursework

- Design and Analysis of Algorithms
- Data Structure Implementation and Analysis

INTERESTS

Technical

- Interest in ML and Deep Learning
- Robotics

Hobbies

- Weight Training
- Gaming
- Anime

LANGUAGES

English   ●●●●●