

Brendan Grant

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- Web Portfolio: <https://oceancatamaran.github.io>

EDUCATION HISTORY

- University of California, Irvine
- Bachelor of Science in Informatics
- Expected Graduation June 2024
- Continuously on Deans list
- GPA 3.8/4.0
- Member of National Society of Collegiate Scholars

TECHNICAL SKILLS

- **Programming:** Python (Proficient), Java, JavaScript/TypeScript, C#, Lua
- **Frameworks:** Angular, Ionic
- **Operating Systems:** Mac (Catalina, Ventura), Windows (7, 10, 11)
- **Productivity Software:** Microsoft (Word, PowerPoint), Google (Docs, Sheets, Slides, Forms)
- **Graphic Design:** Figma, Inkscape, Canva

PROJECTS

- **SunriseConnections (Angular, TS, MS Azure, MySQL)** **Sept. 2023 – Mar. 2024**
Front/Back – End Programmer
Developed in tandem with group members and Sponsor TATA Consultancy Services a social application for 60+ individuals to reduce social isolation in this target population.
- **Search Engine (Python)** **Sept. 2023 – Dec. 2023**
Backend Programmer
Developed a search engine from scratch that is capable of handling 55,000+ documents or webpages. Document Relevance Scoring uses tf-idf weighting, formatting of tokens (Title, header, bold, ... weighted higher to lower), and adjacency of tokens from a query in a given document (documents with tokens closer together are ranked higher).
- **Hand gesture-controlled camera (Angular, TS)** **Sept. 2023 – Dec. 2023**
Front/Back – End Programmer
Developed a photobooth web app in Angular that is controlled with hand gestures via the handtrack.js API.
- **Checklist Task Management Application (Python)** **Jan. 2023 – Mar. 2023**
Front/Back – End Programmer:
Developed a desktop application for windows that allows users to log tasks, along with task related metrics, over a given period of time. Worked in a team of six using a lightweight scrum project management framework to create wireframe designs, application specifications, and iteratively develop the software's code according to Object Oriented Programming principles.