

# Brandon Ongtingco

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## EDUCATION

### University of Virginia, School of Engineering and Applied Science

Charlottesville, VA  
Graduating May 2022

- *Bachelor of Science in Computer Science*
- *Major GPA: 3.2*
- *Related Coursework:* Data Structures and Algorithms, Computer Organization and Architecture, Discrete Mathematics, Software Development, Theory of Computation, Software Testing, Game Design, Database Systems, Introduction to Cyber Security, Operating Systems, Cloud Computing, Artificial Intelligence

## TECHNICAL SKILLS

- *Languages:* Python, Java, C/C++, C#, HTML, CSS, Assembly, Dart
- *Eclipse, Visual Studio Code, CAD, Android Studio, Flutter, Heroku, Firestore*

## EXPERIENCE

### Undergraduate Computer Science Teaching Assistant Lab Lead

Fall 2019 - Current

- Supports instructor with test administration, curriculum development and assignment grading for over 500 students per semester
- Tutors students to reinforce learning concepts in Python and build beginner foundation on data structures such as lists, and dictionaries
- Maintains 100% positive ratings from students
- Conducts labs that reinforce skills taught in class lectures.

### ADP Automation Self Service Intern

Summer 2021

- Implemented wrapper classes to help internal company automation system use external APIs
- Improved automation generic work flow to avoid error-prone processes and optimize systems with end-to-end visibility
- Constructed automation blocks of code that can be re-used by fellow ADP employees with low effort, thus optimizing runtime of projects throughout the company

## PROJECTS

### MCU Reviews

Spring 2021

- Developed a website that allows users to make reviews and discuss movies based in the Marvel Cinematic Universe
- Utilized database organization and data parsing using MySQL and Django

### HoosFood (Mobile App)

Summer 2020 - Winter 2021

- Co-created a mobile application for students at the University of Virginia to display information on dining locations all across the university utilizing front-end and back-end development
- Used Firebase cloud storage to provide real-time updates on openings and closings of certain dining locations

### Popular Traditional Fighting Game Clone

Spring 2019

- Cultivated a clone of a popular fighting game with two playable characters using Python and PyGame module

### Website for Organization of Young Filipino Americans

Fall 2019 - Spring 2020

- Administered a website for the Organization of Young Filipino Americans using HTML/CSS that informed over 200 members about events and current status of the organization
- Optimized runtime for website in order to reduce loading times