

# Brandon Chen

7606 10 ave Brooklyn NY 11228 | [Personal Website](#) | [LinkedIn](#) | [GitHub](#) | 917-624-3639 | bc2982@nyu.edu

## EDUCATION

---

### Stuyvesant High School

New York, NY

- GPA: 3.7

Sept 2016 - June 2020

- Relevant courses include AP Computer Science, Systems-Level Programming, and Software Development

### New York University College of Arts and Sciences

New York, NY

Bachelor of Arts in Computer Science, Major in Computer Science

Sept 2020 - May 2024

- GPA: 3.667

- Relevant courses include Data Structures, Basic Algorithms, Data Management and Analysis, Computer Systems Organization, Operating Systems, Discrete Mathematics, Linear Algebra, and Calculus II.

## PROJECTS

---

### Covid-19 Statistics Website

- Created a dynamic website using Python Flask, HTML, and JavaScript with extensive front-end and back-end. Retrieved and processed data about the Covid-19 pandemic from multiple CSV files for display.
- Utilized the JavaScript library D3 to improve the front-end and back-end of the website by better displaying statistics about the pandemic, complemented with animated charts.

### Pokemon Battling Game Website

- Built a web-based game using Python Flask, HTML, and JavaScript with a functional user login component.
- Data from a Pokemon API are retrieved, processed, and saved within a PostgreSQL database for players to use by customizing their teams and statistics for battle.

### Eight Ball Pool Game

- Features a fully functional and playable eight ball pool game using OpenProcessing.
- Written in Java and utilizes OOP principles to create all components of the game such as different types of walls, corners, pockets, balls, and collision.

### Knight's Tour and N-Queens Problem

- Solved two algorithms related to the chess board using arrays, backtracking, and sorting algorithms in Java.
- Able to determine whether a solution is possible as well as how many unique solutions there are when given specific board sizes and starting locations.
- Developed an extensive test to stress test these algorithms by increasing board size, checking edge cases and measuring time complexity through runtime.

### Customer Relationship Manager

- A web-based application focused on storing customer information through CRUD operations.
- Written in Java and created using HTML, Spring Framework and Maven build tool. For the back-end, MySQL was used to store customer information.

## WORK EXPERIENCE

---

### Rapid Realty

Brooklyn, NY

Intern

July 2018-August 2018

- Worked with a team to research and promote the company's media as well as coordinate events of interest.
- Developed strong interpersonal and communication skills by working with figures from different fields to promote the company and its work through phone calls and emails.

## SKILLS & INTERESTS

---

### Skills:

- Proficient in Git and object oriented programming languages: Java, Python, and C++ in addition to C.
- Proficient in algorithms and data structure from arrays to graphs as well as other fundamentals needed to efficiently solve complex problems.
- HTML, CSS, and front-end frameworks such as Bootstrap and Foundation.
- Using databases PostgreSQL, MySQL, and MongoDB. Numpy and Pandas to manage and analyze data.

**Interests:** Coding, origami, the arts, puzzles, video games, and swimming.