Brandon Chan

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Passionate with incorporating existing skills, including software development, to actualize ideas. My approach to learning and problem solving involves modularizing existing components into simplified parts to produce results.
I bring experienced software development and design skills to compile and create innovative solutions for my employer.

Skills

Languages: Java, Python, JavaScript, C#, Objective-C, Perl, C/C++, RISC-V

Frameworks: React, NumPy, Node.js, Express.js, Amazon DynamoDB, MySQL, libGDX (OpenGL), XNA/MonoGame, Spark, Bootstrap

Environments: Visual Studio, IntelliJ IDEA/CLion, Xcode, Amazon EC2, Git, SSH

Coursework: Algorithms, Artificial Intelligence, Cryptography, Data Aggregation and Optimization, Graphics, Machine Learning, Signal Analysis, Scaled and Distributed Computing

Education

University of California - Berkeley Class of 2020

Bachelor of Arts, Computer Science
(Cumulative GPA 3.68)

Marquette High School Class of 2017

Summa cum laude
(Cumulative GPA 4.56)

Released Apps

Librocite Hackathon (2015)

App to cite MLA sources using Java and the Google Books API.
Learned how to lead a team in designing, developing, and marketing an Android app within 48 hours.

Super Koala Climber App Store (2015 - 2017)

Arcade game using Java, the Facebook API, and Game Center API; published in the App Store in both English and Spanish.
Learned how to implement multithreaded procedures to receive and send information through third-party servers.

Commando Joe: Episode I App Store (2013 - 2017)

Platformer in HTML5 and Objective-C.
Learned how to implement microtransactions and leaderboards to add a competitive aspect to gameplay.

Commando Joe: Prologue App Store (2012 - 2017)

Platformer in HTML5 and Objective-C.
Learned how to develop and deploy cross-platform applications for browsers and mobile platforms, as well as creating a basic physics engine.

Shootup Survival App Store (2012 - 2017)

Retro arcade space shooter in C# (XNA) and Objective-C.
Learned how to develop iOS apps, use third-party frameworks, deploy through iTunes Connect, and incorporate various game development paradigms (e.g. collision detection, entity-component systems)