

Brandon Chan

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EDUCATION

University of California, Berkeley
Bachelor of Arts, Computer Science

December 2019
GPA: 3.63 / 4.00

Specialized Coursework:

Algorithms (CS170), **Artificial Intelligence** (CS188), **Computer Graphics** (CS184), **Computer Security** (CS161),
Databases (CS188), **Data Science** (DS100), **Machine Learning** (CS189)

SKILLS

Languages:

- **Advanced:** Java, JavaScript, Python
- **Proficient:** C/C++, C#, SQL, RISC-V

Frameworks:

- React, Node.js/Express.js, Mongoose/MongoDB, MySQL, libGDX, XNA/MonoGame, NumPy, Pandas, Spark, SDL, Bootstrap, Webpack

Environments:

- IntelliJ IDEA/Android Studio, Visual Studio, Xcode, Amazon EC2, Heroku, Git, SSH, Ghidra
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RELEVANT EXPERIENCE

Computer Science Private Tutor

February 2019 - present

- UC Berkeley-sponsored EECS private tutor.
- Assist students one-on-one with lower division CS coursework (Data Structures, Machine Structures).

RateMe

July 2019 - present

Personal Project

<https://bchan-rateme.herokuapp.com/>

- Built a music rater using React, with support for custom data (scraped with Python) and unlimited users.
- Designed a backend running on the cloud with Heroku and MongoDB Atlas.

Turbo Blast

April 2019 - May 2019

CS184 Group Project

<https://beareye.github.io/racing-game/>

- Led team to design, implement, and present a scalable multiplayer 3D racing game (Java, OpenGL) to faculty.
- Simulated real-world physical phenomena (rigid body collision, forces) in procedurally generated environments with a custom physics engine.

Super Koala Climber

Summer 2015

Personal Project

iOS App (Apple App Store)

- Created and marketed a mobile game primarily with Java, OpenGL, and the Facebook API.
- Integrated competitive leaderboards and social media with multithreaded procedures.

Commando Joe Series (Prologue, Episode 1)

Summer 2012 - Summer 2013

Personal Project

iOS App (Apple App Store)

- Created and published a mobile game series using JavaScript and Objective-C, with cross-platform support for browsers and mobile platforms, with a custom-built physics engine.
- Implemented microtransactions, leaderboards, and advertisements using proprietary Apple APIs.