# BRANDON CHUNG

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## EDUCATION

**Tufts University**   BS in Computer Science                                                    *Sept 2014 - May 2018*
**App Academy**       Full Stack Development                                                 *Sept 2019 - Jan 2020*
    *< 3% acceptance rate elite 16-week bootcamp dedicated to full stack development with a focus in React, Redux, Rails and Express*

## TECHNICAL SKILLS

**Languages**      *Ruby | JavaScript | C++ | C*
**Frontend**       *React | Redux | HTML5 | CSS3 | Sass*
**Backend**        *Ruby on Rails | PostgreSQL | Node.js | Express | MongoDB | jQuery*
**Technologies**   *Git | Heroku | Canvas*

## PROJECTS

**g-cord**   ***React | Redux | Ruby on Rails | PostgreSQL***                               **live** | **repo**
*A hip-hop themed clone of the online chatting software Discord.*
- Leveraged Rails' ActionCable and Redis to handle web-socket connections for seamless live chat and user interaction.
- Constructed intuitive and responsive UI using React/Redux to enable users to create, delete, edit, and invite fellow users to channels or servers.
- Enforced strict associations and garbage collection through robust Rails models to ensure sanitized database tables.

**UpNext**   ***React | Redux | Node.js | Express | MongoDB***                               **live** | **repo**
*UpNext is an app that allows users to post interests and receive related media recommendations based on those interests.*
- Employed React-Slick carousel library to emulate the slider mechanics from popular web applications such as Netflix or Spotify.
- Developed the product mobile-first using media queries and modern design practices to allow for a consistent presentation across all platforms.
- Incorporated outside APIs including the TheTVDB to create an intuitive search bar that lists only existent movies from IMDB's movie database that are not already part of the user's interests

**Tag**   ***JavaScript | Canvas***                                                         **live** | **repo**
*Tag is a 2-player platform game based on the familiar childhood pastime.*
- Devised object physics engine for movement and 2D collision detection from ground up to simulate Mario-esque platform gaming.
- Designed game textures for map and players through Canvas and meticulous sprite animation framing to add more visual clarity.
- Refined 2-player gameplay through the use of collision-based hitboxes such that tagging an opponent remained fluid and consistent throughout the experience.

## EXPERIENCE

**Research Developer** at **Harvard University**                                             *May 2018 - Aug 2018*
- Constructed web-based applications for educational research to facilitate partner synergy in group projects.
- Architected an interactive JavaScript video player such that scientists could scrub through video clips and more finely review research findings from Eye Tracker and Kinect technologies.

**Software Engineering Intern** at ***Charles River Analytics***                              *May 2017 - Aug 2017*
- Collaborated with a team of five developers to create AMPT (Advanced Mission Planning Tools) — a tool that enabled military supervisors to oversee active drone units, create commands,  and monitor important mission details
- Built an interactive gantt chart using D3 and JavaScript that dynamically changed based on regularly updating mission schedules and details.

**Programming Instructor** at ***MIT iD Tech Camps***                                         *May 2016 - Aug 2016*
- Taught a class of twenty students aged 13-17 basic to advanced fundamentals in both C++ and Java, (i.e., creating efficient algorithms, refactoring, modern coding decorum, etc.).

**IT Specialist** at ***St. Thomas Aquinas College***                                        *June 2013 - Aug 2015*
- Worked with a team of IT professionals to reconfigure wireless infrastructure, enforce security protocols, and troubleshoot day-today cases.