

# Brandon Chung

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## EDUCATION

### Georgia State University - B.S. Computer Science

Jan 2022 - Dec 2024

GPA: 3.80/4.00

Honors: Magna Cum Laude, President's List 2022 & 2023, Dean's List 2024

Relevant Coursework: Data Structures, System-Level Programming, Mobile App Development, Web

Programming, Software Engineering, Operating Systems, Machine Learning, Design & Analysis: Algorithms, Discrete Math, Linear Algebra II

### Georgia State University - M.S. Computer Science

Aug 2025 - Dec 2027

Relevant Coursework: Automata, Interactive Computer Graphics, Machine Learning, CS Perspectives

## TECHNICAL SKILLS

Languages: Python, HTML, CSS, JavaScript, PHP, TypeScript, C, C#, Liquid, Dart, SQL

Tools/Databases: MySQL, Firebase, Git, GitHub, VS Code, Unix, Vim

Libraries/Frameworks: React, Node.js, Django, Flutter

## WORK EXPERIENCE

### Shopify Web Developer (Freelance) | Liquid, HTML, CSS

Sep 2024 - Dec 2024

- Designed and deployed 5+ custom storefront features, improving client sites' usability and conversions.
- Secured and maintained a repeat client base of 2 small businesses by delivering tailored features.
- Self-taught the Shopify platform in under 30 days, enabling delivery of production-ready solutions.

## PROJECT EXPERIENCE

### Desktop Website Portfolio | HTML, CSS, JavaScript - [LINK](#) - [GitHub](#)

Nov 2025

- Built an interactive portfolio website with a desktop-style interface, showcasing 9+ projects to recruiters and clients.
- Engineered modular JavaScript for dynamic window management, reducing code redundancy by 40%.
- Enhanced user engagement with audio feedback effects, increasing average site session duration by 10%.

### "Eyes On" - First-Person Horror Puzzle Game | Unity3D, C# - [GitHub](#)

Nov 2025

- Developed a first-person escape-room game in Unity, combining puzzles with an enemy that advances only when outside the player's line of sight.
- Implemented core systems including object interaction, puzzle logic, and NavMesh-based AI movement.
- Built a 3-room level with atmospheric lighting, audio design, and integrated Asset Store models; resolved key issues such as AI wall-clipping and UI input blocking.

### Web Crawler & Graph Analysis | Python, SQL, Gephi - [GitHub](#)

Jul 2025

- Automated web crawling to map 40,000+ internal links across test sites, enabling scalable structural analysis.
- Generated adjacency matrices and edge lists for graph modeling, reducing manual link-mapping effort.
- Produced GraphML exports for Gephi visualization, improving SEO and research insights with clear site hierarchy mapping.

### Food Delivery Mobile App | Flutter, Dart, Figma - [GitHub](#)

Jul 2024

- Led a 3-person team to deliver a cross-platform food delivery MVP in under 10 weeks using Flutter.
- Designed and iterated UI/UX prototypes in Figma, reducing design-to-development turnaround by 30%.
- Oversaw GitHub-based collaboration, resolving merge conflicts and ensuring on-time delivery.

### Machine Learning Classification & Estimation | Python, PyTorch, Scikit - [GitHub](#)

May 2024

- Built a classification pipeline that improved prediction accuracy by 30% through algorithm optimization.
- Implemented imputation strategies for missing data, increasing dataset usability by 50%.
- Utilized pandas, NumPy, and scikit-learn to streamline preprocessing, reducing runtime by 20%.