Brandon Chung

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EDUCATION

Georgia State University - *B.S. Computer Science* Jan 2022 - Dec 2024
Honors: Magna Cum Laude, President's List 2022 & 2023, Dean's List 2024 **GPA:** 3.80/4.00
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%.