

# Blake Brandon

📍 Los Angeles, CA | ✉️ blake@blakejbrandon.com | 🌐 blakejbrandon

## 💻 Technical Skills

- Languages: Proficient with Python, Swift; Experienced with C, C++, Go, Java, Javascript, SQL.
- iOS Architecture Patterns: Proficient with MVC, MVVM, VIPER; Experienced with TCA.
- iOS Frameworks: Proficient with Combine, SwiftUI, UIKit; Experienced with Alamofire, AVFoundation, CoreAnimation, CoreLocation, StoreKit, WebKit.

## 👛 Work Experience

iOS Developer, Champions Round, Culver City, CA

Oct. 2019 - June 2023

- Built, updated, and architected the main iOS application of a DFS and Sports Gaming application from seed stage up to the Series A round of \$7 million. Maintained a rating of 4.7 stars in the app store.
- Crafted several dynamic reusable components, utilized skeleton loading with shimmer, and built transition animations in order to create UI for several screens throughout the app.
- Fetched data using RESTful APIs as well as WebSocket subscriptions for realtime updates.
- Executed business logic to refresh and display data based on the current state of the app.
- Managed iOS test flight builds and production releases to the app store.
- Integrated several third party technologies such as Firebase, Giphy, and Mixpanel.

Research Intern, Strategic Global Advisors, Newport Beach, CA

May 2019 - Aug. 2019

- Wrote multiple Python scripts to scrape, parse, and store data in SQL databases.
- Tokenized and stored Japanese security transcripts in term frequency vectors to compare document similarity.
- Utilized Bloomberg and Excel spreadsheets in order to research and analyze exchange traded funds, smart beta factors, and individual stock and portfolio performance.

Software Engineering Intern, Sports Media Technology, Fremont, CA

June 2018 - Sept. 2018

- Examined, automated, and translated existing C sharp code using Python and Jenkins automation software.
- Built multiple web scrapers to retrieve, format, and store baseball data in a SQL database.
- Implemented a Flask user interface to streamline game data sharing process from the company to thier clients.

## 📖 Education

B.S. Computer Science, Stanford University, Stanford CA

Sept. 2015 - June 2019  
(Graduated after LOA 2022)

- Relevant Coursework: CS108: Object Oriented Systems Design (Java), CS110: Principles of Computer Systems (C/C++), CS147: Human Computer Interaction (Swift), CS194 - Software Project (Swift).
- Extracurricular: Stanford Men's Rugby, Stanford Summer Engineering Academy.