Brandon Wong

(916) 823-1522 | bwong928@berkeley.edu | www.brandogn.com

Education

University of California, Berkeley — Berkeley, CA
Bachelor of Arts in Computer Science | GPA: 4.0 — *Expected 2025*

Experience

CS 10 Academic Intern — Jan. 2022 – May 2022
UC Berkeley EECS Department — *Berkeley, CA*

- Assisted students in lab (checkoffs, debugging code, conceptual questions)
- Taught basics of computing in Snap! and Python (cs10.org: Recursion, Algorithmic Complexity, OOP, etc.)

BOOST Program Mentee — June 2017 – May 2021
Boost@BerkeleyHaas — *Berkeley, CA*

- Selected to participate in Haas School of Business's four-year mentoring program to develop problem solving skills, leadership, professional and business skills
- Presented social media marketing plan to Oakland A's for their mascot campaign
- Developed and presented mock startup (a software alternative to Yondr phone pouches)

Yearbook Staff — Aug. 2020 – May 2021
Franklin High School — *Elk Grove, CA*

- Took photos, wrote stories, designed pages for yearbook, and interviewed students
- Collaborated in pairs/triples to draft stories in topics assigned by higher staff

Finance Intern — June 2019 – Aug. 2019
Elk Grove City Office (Budget Department) — *Elk Grove, CA*

- Gained professional skills in job settings and general knowledge of finance mechanics
- Gained knowledge of professional skills, local government, community issues and potential career options
- Responsibilities included fiscal budget validation, OpenGov web application support, comparison of payroll budget vs actuals, and research for Government Finance Officers Association (GFOA) budget application

Projects

Gitlet | *Java* — July 2022

- Mini recreation of Git version control system (13 Git commands)
- Built from scratch using Java and various Data Structures
- Uses serialization for persistence, optimized commands for specified big O runtimes
- Created additional bash scripts to help with testing
- Emphasis on readable code and design

Build Your Own World | *Java* — July 2022

- A program that generates 2D playable worlds
- Built in Java using course's tile rendering engine (modified)
- Uses data structures to generate pseudo-random worlds and interactions
- Uses serialization to save world states and settings

Scheme Interpreter | *Python* — April 2022

- Implemented the core features for a lisp interpreter in Python using a recursive descent parser and evaluator
- Utilized significant understanding of lexical and syntactic analysis as well as input parsing
- Implemented tail recursion through trampolining to optimize space complexity

Technical Skills

PROGRAMMING: Java | Python | HTML/CSS/JS | Scheme | Shell | Rust
FRAMEWORKS/LIBRARIES: React, JUnit, NumPy
TOOLS: Linux/UNIX, Git, Intellij, Nvim, Adobe Illustrator, Adobe Premier, FL Studio
INTERESTS: Graphics, 3D Modeling (Blender), Music Production, Art, Drawing