Brandon Wong

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Education

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

Relevant Coursework:

CS 61a	Struct. and Interp. of Computer Programs	**CS 61bl**	Data Structures and Algorithms
CS C8	Foundations of Data Science	**CS 198**	Linux System Administration Decal

Experience

Electrical Team Member — September 2022 – Present
Pioneers In Engineering — *Berkeley, CA*

- Designed the PCB for a keyboard macropad, learned the basics of KiCad circuit design software and soldering.
- Participated in club meetings, volunteered in Fall Competition 2022 promoting STEM education for under-served Bay Area high school students. (pioneers.berkeley.edu)

Library Security Officer — September 2022 – Present
UC Berkeley Library — *Berkeley, CA*

- Reported timely to supervisors, documented detailed yet concise daily activity reports, and communicated via radio codes/security protocol.
- Independently patrolled multiple libraries with attention to property damage, suspicious personnel and other details; familiarized self with procedures/floor plans for each library.
- Responsible for multiple key sets, radio equipment, opening procedures, and effectively communicating with coworkers, library staff, and library patrons.

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

- Assisted students in learning problem solving and debugging skills, and fostered a welcoming environment in lab. (lab duties included: checkoffs, assisting in debugging code, answering 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*

- 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).

Projects

Gitlet | *Java* — July 2022

- Mini recreation of Git version control system (13 Git commands); built from scratch using Java and various Data Structures with an emphasis on readable code and design; created additional bash scripts for testing.
- Uses serialization for persistence, optimized commands for specified big O runtimes.

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 Testing, NumPy
TOOLS: Linux/UNIX, Git, LaTeX, Intellij, Nvim, Adobe Illustrator, Adobe Premier, FL Studio
INTERESTS: Graphics, 3D Modeling (Blender), Music Production, Art, Drawing