

Brandon Wong

bwong928@berkeley.edu | (925) 386-6079 | [linkedin.com/in/brandogn/](https://www.linkedin.com/in/brandogn/) | www.brandogn.com

Education

University of California, Berkeley

Expected May 2025

Bachelor of Arts in Computer Science

GPA: 4.0

- **Coursework:** Data Structures, Efficient Algorithms, Data Science, Linux Systems Administration, Linear Algebra, Computer Architecture
- **Honors:** HSF Scholar, Chin Scholar, Rosenhouse Scholar, Elks National Foundation Scholar, UPE

Technical Skills

Languages: Java, Python, HTML/CSS/JS, Bash/Shell, Node, C++, Rust

Libraries: React, Express, NumPy, Pandas, PyTorch, JUnit Testing

Tools: Unix, Git, Google Colab, CMake, NeoVim, Visual Studio Code, LaTeX

Work Experience

UC Berkeley Data Science Department

Jan 23 – May 23

Student Researcher (Exploring AI Art)

- Conducted in-depth analysis of codebases, including Stable Diffusion, to explore and evaluate the ethical considerations and potential applications of emerging technologies in generative AI
- Explored the technical foundations of machine learning and artificial intelligence, including neural networks, backpropagation, and diffusion techniques

UC Berkeley EECS Department

Jan 22 – May 22

Academic Intern – Beauty and Joy of Computing (CS 10)

- Facilitated weekly lab sessions of 20+ students and taught debugging techniques, providing support that allowed students to better debug projects independently
- Taught basic computing principles in Snap! and Python; topics included recursion, algorithmic complexity, OOP, etc

Extracurricular Experience

Computer Science Mentors

Jan 23 – Present

Junior Mentor – Discrete Math and Probability Theory (CS 70)

- Volunteered to lead discussion sections of 6 students to supplement the course staff and learning material
- Prepared mini-lectures, problem walk-throughs, and midterm review sessions to improve students engagement with course material and test-taking abilities

Pioneers In Engineering

Sep 22 – Present

Electrical Engineer

- Volunteered in the Fall Robotics Competition, promoting STEM education for 700+ students in 30+ under-served Bay Area high schools
- Designed the PCB for a keyboard macropad to learn the basics of KiCad circuit design software and soldering

Projects

Readable | JS, Node

Sep 22 – Dec 22

- Collaborated with a team of 5 to develop a solution to improve focus in digital reading through iterative design
- Implemented an interface to traverse a website's DOM, allowing for intuitive shifting of a blur viewport
- Conducted interviews with users to gain feedback on the UI/UX in order to formulate actionable improvements

Gitlet | Java

Jul 22 – Jul 22

- Coded a mini recreation of Git version control system from scratch using various Data Structures with an emphasis on readable code and clear design documentation
- Implemented algorithms to optimize commands to improve time complexity per Big-O specification
- Utilized various Unix system tools to create additional bash scripts for testing

Build Your Own World | Java

Jul 22 – Jul 22

- Developed a game that generates 2D playable worlds from scratch using a modified tile rendering engine
- Implemented path-finding algorithms (A*) and K-D trees for pseudo-random generation of worlds and structures
- Utilized serialization to persist, store, and load world states and game settings