

BRANDON LAU

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EDUCATION

University of California, Davis

Expected 2021

Bachelor of Science, Computer Science

- **Engineering Major GPA: 4.00 / 4.00**
- **Overall GPA: 3.73 / 4.00**
- **University Honors Program**
- Relevant Coursework: Data Structures/Algorithm Analysis, Software Development and OOP, Programming and Problem Solving, Discrete Mathematics, Intro. To Programming

SKILLS

- Technical Skills: Python, C/C++, HTML/CSS, JavaScript (Basic), Bootstrap, iOS (Basic), UNIX, Git, Adobe Photoshop
- Languages: English (Fluent), Mandarin Chinese (Proficient)

EXPERIENCE

Hyperloop Controls Team Member

October 2018 - Present

OneLoop | Davis, CA

- Working on the Controls as part of UC Davis Hyperloop, planning to compete Summer 2019

Computer Science Tutor

April 2018 - Present

UC Davis CS Tutoring Club | Davis, CA

- Tutored over 25 college students in Python, C, and C++ programming courses
- Contributed over 25 hours explaining concepts such as data structures and algorithms, OOP, and memory management, improving students' grades by up to 10%
- Identified mistakes and debugged programs, reducing students' time spent by up to 50%

PROJECTS

CalHacks Hackathon at UC Berkeley

11/2/18 - 11/4/18

- Created a web application that aims to connect homeless people with local resources to get assistance, such as food or basic necessities
- Utilized Google Maps API to pinpoint markers on a map, HTML/CSS/JavaScript/Bootstrap on the frontend, and Firebase on the backend to store coordinates for the locations
- Worked as part of a three-person team; Demoed in a venue with over 2300 participants

HackDavis Hackathon at UC Davis

1/20/18 - 1/21/18

- Developed an iOS app that helps students memorize their trigonometric derivative rules through a fun, interactive game and simple UI, as part of a two-person team
- Utilized Swift programming language; Demoed in a venue with over 700 participants