# Education

## Bachelor of science in computer science | december 2018 | university of hawaii at manoa

* Final Cumulative GPA: 3.39
* Dean’s List (Fall 2017 – Fall 2018)
* Relevant Coursework Completed:
* Discrete Mathematics (I&II)
* Program Structure
* Algorithms
* Software Engineering (I&II)
* Programming Language Theory
* Data Storage & Retrieval
* Machine Learning Fundamentals
* Parallel Algorithms
* Operating Systems
* Database Systems
* Design for Mobile Devices
* Data Visualization
* Intro to Programming for the Web
* Machine-Level and Systems Programming

# Skills & Abilities

## Languages and programs

* Competent in: C/C+, Java, Windows
* Basic Competency in: Javascript, Lisp
* Familiar with: HTML, Prolog, Python, LaTeX, SQL, Meteor, Anaconda

## Software Engineering

* Able to develop, test, and debug code in Java and C
* Capable of picking up and learning new programs and languages quickly
* Experience in creating/managing databases using SQL

# Projects

## Manoa Munchies |  spring 2017

* <https://github.com/tasteofmanoa/manoa-munchies>
* Was a three-member group project for ICS 314 Software Engineering.
* Designed an application that allows UH Manoa students to search for places to eat on campus with their friends and classmates. Users can also review/rate vendors and menu items.
* Provided design and implementation ideas as well as worked on the layout of the pages
* Tools used: Javascript and Meteor

## Mock-Toastmasters Database | Fall 2017

* Five-member group project for ICS 321 Data Storage and Retrieval
* Worked on creating and linking tables for the toastmaster database
* Tools used: SQL

**NAIVE SQL PROCESSING SYSTEM | SPRING 2018**

* [**https://github.com/brandondoan/ics421**](https://github.com/brandondoan/ics421)
* Uses multiple servers to store and catalog data
* Processes queries in parallel
* Tools used: Python, Docker, sqlite3