Brandon Eng

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Education

California Polytechnic State University, San Luis Obispo
B.S. Computer Engineering

Skills

Programming Languages – Python, Java, C, C#, C++
Environment/Tools – Django, Flask, MongoDB, MySQL, GIT, Postman, AWS, NGINX, Ubuntu, Docker

Projects

FGOrdle – fgordle.vercel.app – Github March 2023

- Created a Wordle-like game using characters from the game Fate/Grand Order with HTML and JavaScript
- Built with microservices architecture to display character information and JWT authentication
- Expedited character information with backend made with Flask and MongoDB
- Implemented JWT authentication using Flask and SQLite DB
- Updated character MongoDB using cron job and AWS Lambda

Minigames – worldminigames.pythonanywhere.com – Github February 2022

- Developed and formatted minigames of Rock Paper Scissors and Coin Toss using JavaScript and HTML
- Developed RESTful API using Django Rest Framework in Python
- Used API to update MySQL database with the new result from the game
- Transitioned from using an EC2 Instance to PythonAnywhere
- Setup a CI/CD workflow utilizing GitHub Actions
- Ran Django unit tests to verify and maintain functionality

MHR Monsters – Github January 2022

- Displayed details on large monsters in Monster Hunter Rise
- Provided users with a simple view on monster's average weaknesses
- Devised an API to communicate between web interface and MySQL database
- Created easy to use front-end using Django Templates
- Employed Django REST Framework through Python
- Deployed using Heroku and ClearDB

Monster Hunter Rise Data – Github January 2022

- Scraped websites to retrieve HTML data from Monster Hunter Rise using Python
- Processed HTML information and outputs data into CSV
- Employed Beautiful Soup to extract HTML

MHR Builder – mhrbuilder.netlify.app May 2021—August 2021

- Visited and used by **22,000 users** over the course of a year
- Collaborative work in designing armor and weapon simulator for Monster Hunter Rise
- Built UI to extrapolate game stats based on equipment, helping users improve their game performance
- Gathered and stored equipment data in JSON
- Encoded data into Base64 for ease of sharing equipment loadouts
- Utilized Vue.js to create an interactive UI when modifying equipment
- Tested application to verify functionality and accuracy of calculations

Work Experience

Provider at *IHSS* July 2023 -- Current