

# Brandon Hawi

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## Education

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### University of California, Irvine (March 2020)

*B.S., Computer Science and Engineering*

### College of the Canyons (June 2016)

*A.S., Mathematics*

Obtained an Associate of Science Degree in Mathematics with honors while concurrently attending high school.

## Professional Experience

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### SkyWorks Solutions (June - Present)

*Software Engineer Intern (Wafer Foundry Engineering)*

Working as a software intern at the Wafer Foundry Engineering Group at Skyworks Solutions to automate processes to speed up cycle time of mask production and trend analysis. This includes maintaining an internal website created using C# and ASP.NET to run Python scripts that access a MSSQL server and using shell scripting to automate other processes.

### Axxiom Data, Inc. (May - September 2017)

*Software Intern*

Worked directly under the CEO of Axxiom Data to help develop new solutions within Axxiom's content management system, upkeep it's current websites, and prepare the system for future development. Learned about the use of PHP in web application development and the Git VCS.

## Projects

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### Python SoundCloud Scraper (2019)

Wrote a Python script that scraped SoundCloud's website and checked specific artists' profiles occasionally for new music uploads. I would manually update the list of artists and the script would send me a text using an API called Twilio.

### Pure Lisp Interpreter (2019)

Wrote the evaluation function for Pure Lisp using Pure Lisp. This required recursion and the use of a global association list to create the functionality of dynamic typing that is used in Lisp and many scripting languages today.

### EthicsViz (2018)

Worked with a researcher on the University of California, Irvine campus to develop a system that analyzed user's online data using platforms such as Google History, Spotify, and Google Maps. The system's goal was to present interesting correlations using users' online "footprint". The system used D3.js, a JavaScript library for data-driven documents.

### Discrete Cosine Transform VHDL (2018)

Designed and simulated a Discrete Cosine Transform circuit using VHDL and Xilinx. The chip was designed to be used for video compression.

## Other Experience

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### Engineering Conference UCI

*Project Manager, Design Lead*

Led a team in researching and compiling a 41 page research report detailing the implementation of an autonomous vertical farm that utilized an evolutionary algorithm and a convolutional neural network to improve biomass yield every iteration. The research report was published by the University of California, Irvine and can be found on their eScholarship website.

### Kappa Sigma Fraternity

*Treasurer, Website Designer, Recruitment Chair*

Organized biannual recruitment for three years, managed a yearly \$150,000 yearly budget, and designed the chapter's website using HTML, CSS, and JavaScript.

## Technical Skills

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### Languages

HTML, CSS, JavaScript, React, C, C++, C#, Java, SQL, Python, L<sup>A</sup>T<sub>E</sub>X

### Tools

Unix, Linux, ASP.NET