



BRANDON DAVID

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

B.S. Electrical Engineering & Computer Science
Expected Graduation - 2021
Technical GPA: 3.54

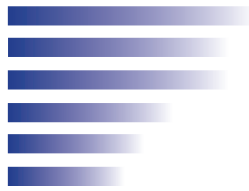
RELEVANT COURSEWORK

[current] CS61C - Computer Architecture (C)
[current] CS70 - Discrete Math & Probability
CS61B - Data Structures (Java)
CS198-001 - iOS Development (Swift)
CS61A - Computer Programs (Python, SQL, Scheme)
DESINV198 - Graphic Design Principles (PSD, AI)
EE16A/B - Linear Algebra, Circuits, Systems
MATH53 - Multivariable Calculus

SKILLS

COMPUTER SCIENCE

- JAVA
- PYTHON
- SWIFT
- SQL
- C
- SCHEME



WEB DEVELOPMENT AND DESIGN

- HTML/CSS
- JAVASCRIPT
- SKETCH



ADOBE CREATIVE CLOUD

- PHOTOSHOP
- ILLUSTRATOR
- PREMIERE PRO
- XD
- INDESIGN
- AFTER EFFECTS



AWARDS

BEST DESIGN

SPRING 2018

iOS DECAL SPRING SHOWCASE

- Best iOS app design of 37 undergrad teams.

1ST PLACE

SPRING 2017

WHS PTSA BROCHURE DESIGN CONTEST

- Best brochure design from Whitney High School class of 160 students.

HONORABLE MENTION

SUMMER 2016

UCLA SUMMER RESEARCH PROGRAM

- Recognized for civil engineering research presentation in program of 50 participants.

EXPERIENCE

SOFTWARE ENGINEER INTERN

JUNE 2018 - PRESENT

HERE TECHNOLOGIES

- Incoming intern, Highly Automated Driving (HAD) Team.

STUDENT INSTRUCTOR

SEPTEMBER 2018 - FUTURE

UI/UX DESIGNER

SEPTEMBER 2017 - MAY 2018

INNOVATIVE DESIGN

- Leads weekly Introduction to Adobe Photoshop and Illustrator class of 30 students.
- Created logos, publications, web designs and prototypes for UC Berkeley's premier creative agency.

ACADEMIC INTERN

JANUARY 2018 - MAY 2018

UC BERKELEY COMPUTER SCIENCE

- Assisted UC Berkeley computer science students in introductory computer science course using Python, Scheme, and SQL.
- Worked directly with students to develop their understanding of fundamental concepts.
- Facilitated lab sections and office hours with graduate student instructors.

RESEARCH ASSISTANT

JUNE 2016 - AUGUST 2016

UCLA CIVIL AND ENVIRONMENTAL ENGINEERING

- Worked alongside UCLA graduate students in geotechnical engineering lab.
- Conducted research and analysis on the engineering properties of fine-grained soils.
- Created website for UCLA Geotechnical Engineering PhD candidate.

PROJECTS

HABBIT

MARCH 2018 - PRESENT

<https://github.com/brandonhudauid/ios-custom-app>

- iOS mobile app, allows users to set and fulfill goals by tracking how often they keep up with healthy habits.
- Uses Firebase to store user habits, days performed, and other data.

RESEARCH STARTUP WEB DESIGN

MARCH 2018 - PRESENT

- Creating high-fidelity website mockups for Life Science Discovery Research platform using Sketch.
- Designed landing page and search interface that utilizes machine learning algorithms.

HIRA

MARCH 2018 - APRIL 2018

<https://devpost.com/software/hira>

- Web application, uses Web Speech API to convert audible lectures into editable text notes.
- Developed backend server for storing notes and user preferences.
- Created at LA Hacks 2018.