

BRANDON DAVID

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

B.S. Electrical Engineering & Computer Science
Expected Graduation - May 2020
Technical GPA: 3.54

RELEVANT COURSEWORK

- [current] *UI Design & Development* (Android Studio)
- [current] *Computer Architecture* (C)
- [current] *Discrete Math & Probability*
- *Data Structures* (Java)
- *iOS Development* (Swift)
- *Computer Programs* (Python, SQL, Scheme)
- *Graphic Design Principles* (PSD, AI)
- *Linear Algebra, Circuits, & Systems*
- *Multivariable Calculus*

SKILLS

BACKEND TECHNOLOGIES

- Python, Java, C, SQL, MongoDB, Scheme

FRONTEND TECHNOLOGIES

- HTML, CSS, JavaScript, NodeJS

MOBILE DEVELOPMENT

- Swift, Android Studio

AWARDS

BEST DESIGN

SPRING 2018

iOS DECAL SPRING SHOWCASE

- Awarded for best iOS mobile application design out of 37 undergraduate teams.

1ST PLACE

SPRING 2017

WHS PTSA BROCHURE DESIGN CONTEST

- Designed best high school tri-fold brochure for international visitors out of 161 students.

HONORABLE MENTION

SUMMER 2016

UCLA SUMMER RESEARCH PROGRAM

- Showcased scientific poster and presentation to UCLA graduate students and faculty.
- Recognized for civil engineering graduate research in program of 50 participants.

EXPERIENCE

RESEARCH ENGINEER INTERN

JUNE 2018 - AUGUST 2018

HERE TECHNOLOGIES

- Developed tools utilized by PhD computer vision researchers and autonomous vehicles to visualize road features.
- Improved graph generation runtime by 95% after refactoring Python codebase to optimize algorithm performance.
- Devised and prototyped mobile application concepts.

iOS DEVELOPER

AUGUST 2018 - PRESENT

MOBILE DEVELOPERS OF BERKELEY

- Created iOS applications with Swift as developer for UC Berkeley's pre-incubator for mobile applications.
- Built five applications in intensive training program to familiarize use of Swift technologies (Firebase, Alamofire, CoreData, etc.)
- Collaborated with peers in ideation, design, and development.

ACADEMIC INTERN

JANUARY 2018 - MAY 2018

UC BERKELEY COMPUTER SCIENCE DEPARTMENT

- Assisted UC Berkeley computer science students in introductory computer science course using Python, Scheme, SQL.
- Facilitated sections and office hours with student instructors.

STUDENT INSTRUCTOR

SEPTEMBER 2017 - PRESENT

UI/UX DESIGN CONSULTANT

INNOVATIVE DESIGN

- Led weekly Introduction to Adobe Photoshop and Illustrator class of 30 students with no prior experience in digital design.
- Created web designs, prototypes, logos, publications for UC Berkeley's premier creative agency.

PROJECTS

SAFELY

JUNE 2018 - AUGUST 2018

<https://brandonhudavid.github.io/safely.html>

- Ideated, designed, developed iOS application concept utilizing map routing SDK to help users travel safely to destination.
- Collaborated with professional developers and UX designers.

HABBIT

MARCH 2018 - MAY 2018

<https://brandonhudavid.github.io/habbit.html>

- Developed iOS mobile application that allows users to set and fulfill goals by tracking how often they perform healthy habits.
- Used Firebase to store user habits and preferences.

HIRA

MARCH 2018 - APRIL 2018

<https://brandonhudavid.github.io/hira.html>

- Made at LA Hacks 2018, a hackathon hosted by UCLA.
- Created a web application that uses Web Speech API to convert audible lectures into editable text notes.
- Built backend server for storing notes and user settings.