BRANDON DAVID

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EDUCATION

University of California, Berkeley Berkeley, CA
Electrical Engineering & Computer Science
Expected Graduation – May 2021

Relevant Coursework:
CS61A, *Structure and Interpretation of Computer Programs* (Python, SQL, Scheme)
CS61B, *Data Structures* (Java)
CS198-001, *iOS Development* (Swift)
EE16A, *Designing Information Devices and Systems I*
EE16B, *Designing Information Devices and Systems II*

SKILLS

Python	Scheme	Illustrator
Java	HTML	InDesign
SQL	CSS	Premiere Pro
C	JavaScript	Circuitry
Swift	Photoshop	

Trilingual in spoken and written Chinese and Spanish

PROJECTS

Portfolio Website
Web development - HTML, CSS, JavaScript, Photoshop — **December 2017-January 2018**

(https://brandonhudavid.github.io)

Website to exhibit software development and design portfolio. Written in HTML, CSS, and JavaScript. Graphics made with Adobe Photoshop. Features preloader, animations, and unique three-column page flow.

ImageColorSort
Full stack - Python, Pillow, Tkinter, PyInstaller — **December 2017**

(https://github.com/brandonhudavid/ImageColorSort)

Multi-functional image processing Python script with GUI that analyzes pixel hues within images, compiled into MAC OS X application bundle. Program includes three modes to find the most used color in an image, find the percent composition of a color in an image, and sort all images in a directory by a specific color.

Yelp Mobile App Redesign
User interface - Photoshop — **November 2017**

(https://brandonhudavid.github.io/img/BD_yelp.pdf)

Mock redesign of Yelp mobile app. Addresses redundancy and complications in buttons, pages, and features. Includes subtle design changes to user interface and thorough write-ups for proposed design changes.

Robot Kinematics Programming
Robotics - C, Java, Android Studio — **September 2015-June 2017**

(VEX: https://github.com/brandonhudavid/nothing-but-net // FTC: https://github.com/brandonhudavid/whs-ftc-16)

Lead developer for Team 542 Whitney High School Robotics during VEX and FTC competition seasons. Used C, Java, and Android Studio. Received Think Award for most efficient and effective program at a regional competition. Created programs for teleoperation, autonomous, drivetrain, and various subsystems.

EXPERIENCE

UC Berkeley Academic Intern
January 2018-present

Assists UC Berkeley computer science students in a course about Python, Scheme, and SQL. Works with students to develop understanding of computer science concepts. Facilitates graduate student instructors during lab sections and office hours.

Electronics and Circuitry
August 2017-December 2017

Soldered metal components in order to build electronics in electrical engineering lab. Constructed multi-pixel cameras, touchscreens, and acoustic positioning systems using breadboards and circuits.

UCLA Summer Research Program
June 2016-August 2016

Worked alongside UCLA graduate students in geotechnical engineering lab. Conducted research and analysis on the engineering properties of fine-grained soils. Began development of UCLA soil database. Recognized for best presentation in program of 50+ participants.