BRANDON DAVID

brandonhudavid@berkeley.edu
(562) 650-3700

—

https://brandonhudavid.github.io
GitHub: https://www.github.com/brandonhudavid
LinkedIn: https://www.linkedin.com/in/brandonhudavid

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

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

RELEVANT COURSEWORK
[current] CS160 - *UI Design & Dev* (Android Studio)
[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

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

WEB DESIGN/DEVELOPMENT

- HTML, CSS, JavaScript, NodeJS, Sketch

ADOBE CREATIVE CLOUD

- Photoshop, Illustrator, XD, Premiere Pro, InDesign, After Effects

AWARDS

BEST DESIGN
SPRING 2018
iOS DECAL SPRING SHOWCASE

- Developed iOS mobile app with custom icons and rabbit-themed interface.
- Best iOS mobile app design of 37 undergraduate teams.

1ST PLACE
SPRING 2017
WHS PTSA BROCHURE DESIGN CONTEST

- Designed a brochure intended for international representatives visiting Whitney High School.
- Best brochure from class of 160 students.

HONORABLE MENTION
SUMMER 2016
UCLA SUMMER RESEARCH PROGRAM

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

EXPERIENCE

RESEARCH ENGINEER INTERN
JUNE 2018 - AUGUST 2018
HERE TECHNOLOGIES

- Developed visualization tools utilized by PhD computer vision researchers and autonomous vehicles.
- Refactored Python codebase to optimize algorithm performance.
- Ideated, designed, and developed iOS app concept that utilizes company SDK to help users safely travel from start to destination.

STUDENT INSTRUCTOR
MAY 2018 - PRESENT
UI/UX DESIGNER
SEPTEMBER 2017 - MAY 2018
INNOVATIVE DESIGN

- Leads weekly Introduction to Adobe Photoshop and Illustrator class of 20 students.
- Created logos, publications, web designs, and prototypes for UC Berkeley's premier creative agency.
- Attended weekly meetings for draft critique and client consultation.

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 to conduct research and analysis on the engineering properties of fine-grained soils.
- Created website for UCLA Geotechnical Engineering PhD candidate.
- Began development of UCLA Civil and Environmental Engineering database, storing information about engineering properties of soils.

PROJECTS

BIOXPLOR
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.

HABBIT
MARCH 2018 - MAY 2018
https://github.com/brandonhudavid/ios-custom-app

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

HIRA
MARCH 2018 - APRIL 2018
https://devpost.com/software/hira

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