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	HTML	Illustrator
Java	CSS	InDesign
Swift	JavaScript	Premiere Pro
SQL	Scheme	Circuitry
C	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 Image processing - 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. Programmed competition code using C, Java, and Android Studio. Received Think Award for most efficient and effective program at 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 course about Python, Scheme, and SQL. Works directly with students to develop their understanding of computer science. Facilitates lab sections and office hours with graduate student instructors.

Innovative Design   September 2017-present

Design team member for UC Berkeley's premier creative agency. Focus on user interface and user experience design. Creates logos, flyers, and other publication designs for on-campus clubs and organizations.

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. Developed website for current UCLA Geotechnical Engineering Ph.D candidate.