

BRANDON DAVID

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EDUCATION

University of California, Berkeley

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, *Machine Learning* (Python)

EE16A, *Designing Information Devices and Systems I*

EE16B, *Designing Information Devices and Systems II*

Berkeley, CA

SKILLS

Python

SQL

Java

C

Scheme

HTML

CSS

JavaScript

Photoshop

Illustrator

InDesign

Premiere Pro

Circuitry

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 - Java, Android Studio, C

September 2015-June 2017

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

Head programmer for Team 542 Whitney High School Robotics competition code during VEX and FTC competition seasons. Programs created for teleoperation, autonomous, drivetrain, and various subsystems; written in C, Java, and Android Studio.

EXPERIENCE

UC Berkeley Academic Intern

January 2018-present

Assists UC Berkeley computer science students in a course about Python, Scheme, and SQL. Facilitates students' understanding of homework, lab assignments, projects, and fundamental concepts of computer science.

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.