Brandon Wong

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EDUCATION

University of California, Davis   Expected Graduation June 2025
Computer Science, B.S. and Statistics, B.S. (Machine Learning Track)   Davis, CA
Technology Management Minor   3.76 GPA
Coursework: Data Structures and Algorithms, Operating Systems, Computer Networks, Parallel Programming, Deep Learning

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TECHNICAL SKILLS

General: PostgreSQL, MongoDB, Unit/Integration Testing, Authentication, Vercel, Docker, Multithreading, Git, Linux, RAG
Languages: JavaScript, TypeScript, Swift, Python, Java, C++, C, HTML, CSS, SQL, R
Frameworks: SwiftUI, Next.js, React.js, Node.js, React Native, Prisma, Apollo GraphQL, Playwright, Auth.js, Unity, PyTorch, LangChain

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EXPERIENCE

Apple   June 2023 - Sept 2023
Software Engineering Intern   Cupertino, CA
- Engineered the Music Recognition module in macOS Control Center for the Shazam team using SwiftUI
- Independently started a digital signal processing **research project** and presented a product prototype to Shazam's director
- Addressed issues and built features in the Events app and macOS Control Center, benefiting over 100 million monthly users
- Demonstrated initiative by pitching a sleep apnea detection prototype to 5 members of the Health team leadership

Include at Davis   Sept 2023 - Present
Technical Lead   Davis, CA
- **Leading a team** of 15 engineers to develop an E-Commerce Management System for professional clients
- Translated complex user requirements into a modular, scalable system that can be easily **maintained long-term**
- Taught 5+ technical **workshops** on GraphQL, SQL/NoSQL databases, Next.js, frontend best practices, and system design
- Architected a template codebase integrating Apollo GraphQL, Prisma, and Next.js that is used in 15+ different projects

HackDavis   Oct 2023 - Present
Technical Director   Davis, CA
- Built 5+ modular UI components for landing pages (hackdavis.io and 2024.hackdavis.io), collaborating closely with designers
- Developed **infrastructure** and designed the system for a scalable, reusable judging app (judging.hackdavis.io)
- Designed an **authentication system** with magic links for seamless, secure registration of 1000+ hackers and judges
- Engineered fair matching and scoring algorithms, processing 500+ team scores with **analytics** displayed on a custom dashboard
- Architected an authenticated REST API with MongoDB models to manage 1000+ users and 500+ scoring submissions

AggieWorks   Jan 2023 - June 2023
Software Engineer   Davis, CA
- Built a roommate matching app (RoomU) in React Native, implementing image caching, database functions, and UI components

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PROJECTS

Shazam Social (Github)   SwiftUI, Realm, and MongoDB
- Developed an iOS social media app with Model View Viewmodel architecture for users to share Shazamed songs
- Implemented user authentication, a custom map, an image caching system, and 5+ unique UI components

Field Event Tracker (Github)   SwiftUI and CoreData
- Created an iOS app to track and calculate results for field events at track meets, decreasing scoring time by 10x at 5 track meets

Operating Systems Projects   C++ and Shell Script
- Developed a distributed file system, a multithreaded web server, a user mode Unix shell, and several Unix utilities

Shoppr (Github)   SwiftUI, Node.js, Express.js, Realm, and MongoDB
- Developed a shopping list app with text recognition to scan price tags, creating a REST API to access purchases

Song Vocal Extraction (Github)   PyTorch, Scikit-Learn, and Librosa
- Trained a deep convolutional U-Net to isolate song vocals using spectrograms, producing a research report

Deep Learning Projects (Github)   PyTorch
- Implemented window attention in nanoGPT LLM, decreasing runtime by 14% and maintaining performance
- Finetuned a vision transformer model and improved student model loss by 10% using knowledge distillation