# **Brandon Wong**

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### **EDUCATION**

# **University of California, Davis**

Davis, CA | Expected Graduation June 2025

Computer Science, B.S. and Statistics, B.S. (Machine Learning Track)

Technology Management Minor | GPA: 3.67

**Coursework:** Data Structures and Algorithms, Advanced Deep Learning, Computer Vision, Computer Networks, Computer Architecture, Time Series Analysis, Data Science, Combinatorics, Discrete Math, Operations Management, Entrepreneurship

# **Evergreen Valley High School**

San Jose, CA | June 2021

Valedictorian | GPA: 4.41

#### **EXPERIENCE**

# **Apple** | Software Engineering Intern

Cupertino, CA | June 2023 - Sept 2023

- Developed macOS Music Recognition and ShazamKit features in Swift for over 100 million monthly users
- Independently started a digital signal processing research project, developing a functional prototype
- Took initiative to pitch a new feature prototyped for an intern contest to the Health team leadership
- Learned best coding and design practices through meticulous code reviews and delivered robust code

# HackDavis | Technical Director

Davis, CA | Oct 2023 - Present

- Built <u>hackdavis.io</u> and <u>judging.hackdavis.io</u> for a student-run hackathon with over 1000 attendees
- Designed and implemented an algorithm to facilitate the judging process and ensure fairness
- Led technical workshops, teaching SwiftUI, Next.js, and full stack web and mobile development skills

## **#include** | Technical Product Manager

Davis, CA | Sept 2023 - Present

- Developing a content management system and an e-store framework for local clients in Davis
- Performed code reviews, enforcing industry standards to ensure site reliability and scalability
- Practiced system design and tradeoffs when architecting codebases using GraphQL and Next.js

### **AggieWorks** | Software Engineer

Davis, CA | Jan 2023 - June 2023

- Built and deployed a roommate matching app in React Native for UC Davis Student Housing
- Implemented database functions, image caching, and 10+ reusable and reliable UI components

#### **PROJECTS**

## Shazam Social (Github)

SwiftUI, Realm, and MongoDB

- Developed a social media app with MVVM architecture for users to share Shazamed songs
- Implemented user authentication, a custom map view, and a cached image component

## **Shoppr** (Github)

SwiftUI, Node.js, Express.js, Realm, and MongoDB

- Developed a shopping list app to track users' purchases as they shop, producing a price API
- Implemented text recognition and computer vision to scan price tags, saving input time

#### **SKILLS**

General: Full stack development, Machine Learning, Databases (PostgreSQL, MongoDB), Git CLI, Github

Languages: C++, C, Swift, Javascript, Typescript, Python, Java, HTML, CSS, SQL, R

Frameworks: SwiftUI, Next.js, React.js, Apollo GraphQL, Express.js, React Native, Realm