

# Brandon Wong

[portfolio-brandonw504.vercel.app](https://portfolio-brandonw504.vercel.app) | [linkedin.com/in/brandonw504](https://linkedin.com/in/brandonw504) | [github.com/brandonw504](https://github.com/brandonw504) | [brandonw504@outlook.com](mailto:brandonw504@outlook.com)

---

## EDUCATION

### University of California, Davis

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

Technology Management Minor

**Coursework:** Data Structures and Algorithms, Operating Systems, Computer Networks, Computer Vision, Deep Learning

---

Expected Graduation June 2025

Davis, CA

GPA: 3.70

## TECHNICAL SKILLS

**General:** PostgreSQL, MongoDB, Unit/Integration Testing, Authentication, AWS, Docker, Multithreading, Git, Linux

**Languages:** C++, C, JavaScript, TypeScript, Swift, Python, Java, HTML, CSS, SQL, R

**Frameworks:** SwiftUI, Next.js, React.js, Node.js, React Native, PyTorch, Scikit-Learn, Prisma, Apollo GraphQL, Jest, Auth.js

---

## EXPERIENCE

### Apple

June 2023 - Sept 2023

Software Engineering Intern

Cupertino, CA

- Developed 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 prototype to Shazam's director
- Improved location filtering in Shazam's Events app, impacting over 100 million monthly users
- Demonstrated initiative by pitching a sleep apnea detection **prototype** to 5 members of the Health team leadership

### HackDavis

Oct 2023 - Present

Technical Director

Davis, CA

- Built [2024.hackdavis.io](https://2024.hackdavis.io) and [judging.hackdavis.io](https://judging.hackdavis.io) for California's largest student-run hackathon (1200+ attendees)
- Taught SwiftUI, **Next.js**, and full stack web and mobile development in **technical workshops**
- Engineered fair matching and scoring **algorithms**, processing 1000+ team scores displayed on a custom dashboard
- Architected an authenticated REST API with **MongoDB** models to manage 50+ judges and 150+ teams
- Developed 10+ responsive UI components such as a custom swiping image carousel and an interactive prize list

### Include at Davis

Sept 2023 - Present

Technical Product Manager

Davis, CA

- **Leading** a team of 20 engineers to develop an E-Store and Content Management System for professional clients
- Taught **technical workshops** on GraphQL, databases, and **Next.js**, and performed meticulous code reviews
- Developed a database migration system for MongoDB and wrote **unit tests**, improving developer experience
- Engineered a serverless **GraphQL** API with **Prisma** and **PostgreSQL** to manage complex relations between entities

### AggieWorks

Jan 2023 - June 2023

Software Engineer

Davis, CA

- Built and deployed a roommate matching app called [RoomU](https://roomu.com) for UC Davis students in **React Native**
  - Implemented database functions in **Supabase**, image caching, and 10+ reusable and reliable UI components
- 

## PROJECTS

### Shazam Social ([Github](#))

SwiftUI, Realm, and MongoDB

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

### Field Event Tracker ([Github](#))

SwiftUI, CoreData

- Developed an **iOS** app to track and calculate results for field events at track meets, decreasing scoring time by 10x
- Used at 5+ local track meets, greatly improving athlete and meet director experience

### 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
- Currently implementing a **transformer** based variant, and deploying the model to a website using **Flask**

### 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**