Brandon Wong

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EDUCATION

University of California, Davis

June 2025

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

Davis, CA

Technology Management Minor

3.8 GPA

Coursework: Data Structures and Algorithms, Operating Systems, Computer Networks, Parallel Programming, Deep Learning

TECHNICAL SKILLS

General: Signal Processing, Unit Testing, Authentication, Multithreading, Vercel, PostgreSQL, MongoDB, RAG, Git, Unix

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

Frameworks: SwiftUI, Next.js, React.js, Node.js, React Native, Prisma, Apollo, Jest, Auth.js, PyTorch, LangChain, OpenMP, CUDA

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 other clubs and local businesses
- 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

- Developed a scalable judging app (hub.hackdavis.io) successfully used at 2 hackathons with 2000+ total users
- Built 5+ modular UI components for landing pages (hackdavis.io and 2024.hackdavis.io), collaborating closely with designers
- 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 an admin 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

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

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

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

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
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