

Brendan Chen

Orange, CA | me@bchen.dev | www.bchen.dev | linkedin.com/in/brendan-ch

Fourth year software engineering student at Chapman University with a diverse set of experiences in mobile app and full-stack development. Simply interested in making impactful things, experimenting with ideas, and learning from others.

Education

Chapman University

Bachelor of Science in Software Engineering
Cumulative GPA: 3.876

Expected graduation December 2025

Skills

Programming Languages: JavaScript/Node.js, TypeScript, Kotlin, Java, Swift, C/C++, Python, Rust

Libraries and Frameworks: React Native, iOS SDK, SwiftUI, Android SDK, Playwright, React, Next.js, Jest

Applications and Tools: JetBrains IDEs (IntelliJ, DataGrip, WebStorm), Xcode, Android Studio, Chrome DevTools, MySQL, MongoDB, SQLite, Azure SQL, Git, GitHub, Docker, Microsoft Office

Work Experience

Software Engineering Intern, Cargill

May 2025 - present

- Developed IDX, a full stack prototype to reduce demurrage and deliver time variability at 3 Cargill corn milling plants
- Utilized React Native/Node.js/Salesforce to create a responsive and maintainable codebase with 150+ unit tests
- Collaborated with SSTNA Branded Feed stakeholders to refine/prioritize 15+ functional requirements using MoSCoW
- Led bi-weekly demos for 10-person team to facilitate valuable feedback cycle during sprint reviews

Student Tutor, Chapman University

August 2024 - present

- Led 5-7 tutoring sessions per week for computer science, math, and Chinese classes taught at Chapman University
- Applied expertise in Java/C++/Python to debug projects step-by-step and explain approaches in 30-minute sessions
- Collaborated with 3 Chapman professors to promote the Tutoring Center within classes and answer student questions
- Communicated technical ideas using whiteboard-based approaches to enhance students' problem solving skills

Android Developer Intern, IGG Inc.

May 2024 - July 2024

- Created documentation to communicate feature analysis of popular PDF apps and define a UX/technical vision
- Developed Android prototypes with Java/Kotlin/C++/OpenCV for document scanning feature of PDF annotation app
- Leveraged object oriented design and Android SDK to streamline implementation process and enhance maintainability
- Collaborated with peers using Git/GitLab to support a fast-paced engineering team and implement code changes

Windows Application Developer, The Farmer's Dog

November 2023 - January 2024

- Collaborated with developer to create a Windows kiosk app for an in-person marketing event for The Farmer's Dog
- Collaborated with stakeholders to create technical design and functional requirements for analytics reporting feature
- Built a performant native app using React Native and SQLite based on Figma handoff files for an interactive trivia game
- Debugged critical build issue with native C# based open source dependency to enable successful app deployment

Projects

Interchange [App Store] [LinkedIn post]

December 2024 - present

- Built, tested, and launched an app using SwiftUI and GraphQL to improve the Chapman shuttle experience
- Gathered feedback from colleagues through TestFlight to determine required bug fixes and the direction of the app
- Promoted the app through a LinkedIn post, reaching 2,500+ impressions over one week and driving app downloads

Sourcebook [GitHub]

October 2024 - December 2024

- Created ERD and SQL database schema to support a lightweight CMS for building class websites
- Designed HTML/CSS high-fidelity prototypes as part of a comprehensive pitch to professors interested in the project
- Built a Python-based web application with unit/integration tests to create a performant and stable experience for users

Tad-Pool [FullyBeyond 2024] [Figma] [FigJam] [Devpost]

October 2024

- Created the UI/UX design for a mobile app in Figma/FigJam to make carpooling easier for college students
- Collaborated with 2 students to create UX design assets including flow maps, wireframes, and high-fidelity designs

Power to the People [Devpost] [CruzHacks 2024]

January 2024

- Led fast paced team of 4 to design iOS mobile app with goal of making traffic stops safer for marginalized communities
- Create innovative minimum viable product (MVP) using Swift/SwiftUI within 36 hours during CruzHacks 2024

Leadership Roles, Awards, and Certifications

Treasurer, Panther Devs

August 2024 - May 2025

Graphic Designer and Outreach Officer, iOS Developers Club

September 2023 - January 2024

Provost's List

Spring 2023, Fall 2023, Fall 2024, Spring 2025

Volunteer Developer, Techies Without Borders

September 2022 - May 2024