Brendan Chen

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Fourth year software engineering student at Chapman University with a deep set of experiences in mobile app and full-stack development. Interested in exploring technical concepts deeply to deliver long-term, maintainable products.

Education

Chapman University   **Expected graduation December 2025**
Bachelor of Science in Software Engineering
Minor in Chinese Studies
Cumulative GPA: 3.866

Skills

Programming Languages: Swift, C/C++, C#, JavaScript/Node.js, TypeScript, Kotlin, Java, Python, Rust
Technical Concepts: unit testing, UI testing, CI/CD, RESTful APIs, version control, UI/UX design
Libraries and Frameworks: SwiftUI, UIKit, AVFoundation, CoreLocation, XCTest, Swift Testing, React, Next.js, Jest

Work Experience

Software Engineering Intern, Cargill   **May 2025 - August 2025**
- Took ownership of my project ("IDX"), a full stack application to reduce demurrage and improve delivery times at 3 corn plants
- Utilized React Native/Node.js to create a maintainable codebase, with 200+ unit tests and a thorough onboarding strategy
- Led 2 presentations covering the business case and technical design, with a combined audience of 60+ people
- Utilized RESTful APIs and tools to be the 1st Cargill application to use SMS sign-on, reducing friction for drivers and vendors

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**
- Reverse engineered RESTful APIs to ingest data from 2 sources and provide it via a unified GraphQL interface
- Developed a CI/CD pipeline to run tests and continuously release App Store builds within 5-10 minutes of adding new code
- Utilized knowledge of test-driven design to include 200+ unit tests and a suite of automated UI tests driven by XCUITest
- 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 an entity relationship diagram 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

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
- Created innovative minimum viable product (MVP) using Swift/SwiftUI within 36 hours during CruzHacks 2024
- Worked with team to prepare elevator pitch for 4 judges and CruzHacks organizing team, winning President's Pick award

CMES Mobile App [App Store] [Google Play]   **March 2022 - July 2022**
- Implemented audio functionality using Swift and Java for a production Capacitor app to facilitate playback of podcasts
- Utilized Chrome DevTools to troubleshoot/profile app performance, leading to informed bug fixes/improvements

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**