

Brendan Leung

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EXPERIENCE

Lead Frontend Developer / Co-Founder

Oct. 2023 - Present

GluChart | Davis, CA

- Co-founded and spearheaded the development of an application which aims to provide affordable and accessible diabetes management through personalized glucose predictions
- Headlined the frontend development for mobile and web devices, both on React and React Native
- Drove weekly team discussions regarding application development, outreach, and growth plans

Frontend Developer

Jan. 2023 - Apr. 2023

#include at UC Davis | Davis, CA

- Developed an agile website over the span of 10 weeks with a small cross-functional team to create a website for Interactive Elementary Learning Center (IELC), a local Davis tutoring service, to advertise their services more effectively
- Communicated with other developers, designers, and project managers 3-5 times/week to debug issues
- Programmed components and webpages using HTML/CSS, JavaScript, React, and Git through designed frameworks

Technology Instructor

Jun. 2022 - Aug. 2022

Edventure More | San Francisco, CA

- Facilitated, structured, and executed lesson plans for 20+ children weekly in grades 1-5, creating a healthy space for children to learn social skills and grow in their knowledge of computer science
- Taught children coding and basic game design using Scratch, Minecraft: Education Edition, and Roblox Studio
- Designed 1-3 new lesson plans weekly with attention to detail based on the age, knowledge, and needs of a given class

Computer Room Consultant Junior

Sep. 2021 - Present

Information and Educational Technology | Davis, CA

- Provided hardware and software assistance to 20,000+ UC Davis staff and students that visit the computer lab annually
- Guided UC Davis instructors in setting up software and during class times to ensure class goes smoothly, maintaining high quality and quick customer service
- Won Student Employee of the Quarter in March 2023, displaying excellent communication, work ethic, and helpfulness

EDUCATION

University of California, Davis | Bachelors of Science in Computer Science | 3.79 GPA

Expected Jun. 2024

- Dean's List in Winter 2021, Spring 2023
- Relevant classes: Discrete Math, Algorithms and Data Structures (C++), Computer Organization in Assembly, Algorithm Design and Analysis, Prob. & Statistics Modelling, Computer Networks, Machine Learning, Programming Languages

PROJECTS

Bop or Flop | Team Project | github.com/brenleung/boporflopp

Oct. - Dec. 2023

- Worked with a team of 4 developers to create a machine learning application that uses classification to determine a song's popularity based on numerical musical attributes
- Implemented using Flask, Python, and a dataset that was scraped directly from Spotify's public API

GluChart | Hackathon Team Project | devpost.com/software/gluchart

May 2023

- Worked with a cross-functional team to create GluChart, a machine learning model hosted by Microsoft Azure that allows diabetic users to see their current and future blood sugar levels based on inputted glucose, meal, and insulin levels
- Won Best Hack for Social Good and Best Healthcare Hack

SKILLS

- **Frontend development:** HTML/CSS, JavaScript, React.js, React Native, Flask
- **Backend development:** C++, C, C#, Python, Java, Node.js
- **Operating systems/other:** Windows, MacOS, Linux, Git, x86 Assembly, Prolog, Erlang