Brendan Leung

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EDUCATION

University of California, Davis | Bachelors of Science in Computer Science | 3.82 GPA   2024
- Relevant classes: Discrete Math, Algorithms and Data Structures (C++), Operating Systems, Algorithm Design and Analysis, Prob. & Statistics Modelling, Computer Networks, Machine Learning, Application of Computers in Technology

EXPERIENCE

Lead Game Design/STEM Instructor   June 2024 - Aug. 2024
TechKnowHow Franchises | San Francisco, CA
- Facilitated lessons on introductory game design using LEGO, Scratch, and robotics for groups of 15-20 elementary students
- Edited curriculum and weekly class structure based on class needs to ensure effective reach to students
- Maintained classroom order by skillfully managing conflicts and ensuring a structured environment

Software Engineer Intern   Jan. 2024 - July 2024
UC Davis Computer Science Department | Davis, CA
- Collaborated on a cross-functional team towards the completion of BeaGL, a glucose prediction application
- Tested and iterated application on 6 applicants through an effective user study, applying user feedback to create improvements
- Engineered onboarding pages and self-updating glucose prediction charts using React Native and complementary frameworks, which communicated effectively with backend APIs

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 2 components from scratch, including customized, resizable icons and an informational webpage about IELC's services using HTML/CSS, JavaScript, React, and Git through implementation of designed frameworks

Technology Instructor   June 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
- Re-designed, edited, and directly implemented curriculum with a 25% increase in created lessons to effectively fit program needs, with differentiated instruction, technological design and social-emotional skills at the forefront

Computer Room Media & Technology Consultant   Sep. 2021 - June 2024
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 using Adobe software to ensure classes go smoothly, maintaining high quality customer service
- Won Student Employee of the Quarter in March 2023 through display of excellent communication, work ethic, and helpfulness

PROJECTS

GluChart | React, JavaScript, Python | devpost.com/software/gluchart   May 2023
- Worked with a cross-functional team to create GluChart, a machine learning model hosted on Microsoft Azure that allows diabetic users to see accurate 60-minute glucose predictions based on inputted glucose, meal, and insulin levels
- Developed automatically-updating chart interfaces that communicates effectively with backend code using React and Chart.js
- Won Best Hack for Social Good and Best Healthcare Hack for a project implemented from start to finish in less than 24 hours

SKILLS

- **Frontend development:** HTML/CSS, JavaScript, Typescript, React.js, React Native, Flask
- **Backend development:** C++, C, C#, Python, Java, Node.js
- **Operating systems/other:** Windows, MacOS, Linux, Git, Zoom, Microsoft Office (Word, Excel, etc.), Adobe Suite, VSCode