

# Brendan Leung

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## EDUCATION

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**University of California, Davis** | Bachelors of Science in Computer Science 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

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**District Coordinator** Nov. 2024 - Present

Educational Consulting Services, Inc. | Sacramento, CA

- Facilitates communication, administrative, and technological processes to meet business needs between the California Board of Education and Twin Rivers School District, managing inquiries via phone, email, and other channels
- Prepares and distributes invitations, maintains attendance records, and manages payroll and staff databases using Microsoft Excel to support programs serving over 20,000+ eligible students and 100+ teachers

**Software Engineer Intern** Jan. 2024 - July 2024

UC Davis Computer Science Department | Davis, CA

- Worked on an effective and user-centric mobile diabetes management application using React Native and Python, effectively user-testing and iterating weekly on 8 applicants through a user study
- Connected user-centric frontend user flow to retrieve 15-minute glucose data through APIs, built on Google Cloud
- Engineered operational frontend code for onboarding pages and glucose prediction charts using React Native and complementary frameworks, connecting with backend APIs to effectively update glucose data 100+ times/hour

**Frontend Developer** Jan. 2023 - Apr. 2023

#include at UC Davis | Davis, CA

- Communicated with other developers, designers, project managers, and stakeholders 3-5 times a week to perform code reviews and achieve effective developer solutions
- Programmed 2 reusable components to create web-based applications to better advertise local Davis services, translating built storyboards on Figma into frontend code through React Native, JavaScript, and Python

**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 support to an array of 20,000+ UC Davis staff and students in a helpdesk environment
- Assisted clients through common technical issues through MacOS, Windows, Adobe Cloud, and Microsoft Office
- Won Student Employee of the Quarter in March 2023 through display of excellent communication, work ethic, and helpfulness

## PROJECTS

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**GluChart** | React, JavaScript, Python | [devpost.com/software/gluchart](https://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 in less than 24 hours

## SKILLS

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- **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, Microsoft Office, Adobe Suite, Google Suite, VSCode