

Brendan Leung

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EDUCATION

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

Expected Jun. 2024

- Relevant classes: Discrete Math, Algorithms and Data Structures (C++), Operating Systems, Algorithm Design and Analysis, Prob. & Statistics Modelling, Computer Networks, Machine Learning

EXPERIENCE

Software Engineer Intern

Jan. 2024 - Present

UC Davis Computer Science Department | Davis, CA

- Collaborated on a cross-functional team towards the completion of BeaGL, a glucose prediction application led by professor Sam King, along with 4 other UC Davis student developers and designers towards a UC Davis diabetes study
- Engineered onboarding pages and self-updating glucose prediction charts using React Native and complementary frameworks, which communicate effectively with backend APIs
- Participated in weekly team sprints, utilizing frequent communication regarding user research, iteration, and debugging

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

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 Media & Technology Consultant

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 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

Bop or Flop | Flask, Python | github.com/brenleung/boporflo

Oct. - Dec. 2023

- Worked with a team of 4 developers to create a machine learning application that uses a classification algorithm to determine a song's popularity based on inputs of musical attributes
- Engineered a user-friendly frontend interface using Flask, connecting user inputs through an ML model to display results

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

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, x86 Assembly, Prolog, Erlang