

# BRENT FRIEDMAN

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## EDUCATION

University of California, Berkeley

B.S. Electrical Engineering & Computer Science

May 2024

GPA: 3.76 (Dean's List)

- **Relevant Courses:** Structure and Interpretation of Computer Programs | Data Structures | Machine Structures | Introduction to Computer Programming for Scientists and Engineers | Linear Algebra & Differential Equations | Multivariable Calculus | Designing Information Devices and Systems | Discrete Mathematics and Probability Theory |

## EXPERIENCE

Software Engineering Internship | CodeMaya

Remote | May 2022 - Aug 2022

- Full stack development of web applications from frontend and backend to database and deployment using MERN, PERN, and MEAN stacks. Primary focus on backend REST API development in Node JS.

Private Tutor | Personal

Berkeley, CA | Jun 2019 - May 2022

- Tutored in math, science, and English 3-4 times per week. Tutoring satisfaction led to returning students over years.

## SKILLS

**Programming Languages & Software/libraries** | Python, Java, Javascript, C, SQL, Solidity,, HTML, Node JS, React, Angular, Express, MongoDB, PostgreSQL, Postman, Async, fastCSV, oauth-server, GraphQL, Heroku, AWS, Docker, Kubernetes, IntelliJ

## PROJECTS

CSV Upload | CodeMaya

Pleasanton, CA | Jun 2022

- Javascript API server that automates storage of randomly formatted CSV file data neatly into PostgreSQL database.
- Files uploaded via API call or manual drag-and-drop into an environment-specified folder. Includes API call that recalls data from given filename in original CSV file format; utilizes fast-csv, multer, hound, decompress, and pg javascript libraries.

Gitlet | Personal Project

Berkeley, CA | Apr 2022

- Version-control system that initializes local or remote repositories, tracks and commits file changes, creates branches, reverts to previous file versions, and merges branches utilizing Java with core concepts of persistence, serialization, hashing, TreeMaps, and file manipulation.

Ataxx | Personal Project

Berkeley, CA | Mar 2022

- Incorporated Java Stacks and ArrayLists for implementation of game, used game trees and alpha-beta pruning algorithm for creation of a strong AI for single player gaming, and built GUI version as well as command-line version.

## LEADERSHIP AND ORGANIZATIONS

Academic Intern | UC Berkeley

Berkeley, CA | Jan 2023 - Present

- Course staff member for Machine Structures (CS61C).provide lab and office hours support for students learning about C, RISC-V, CPU design, caches, parallelism, virtual memory, and error correcting codes.

Treasurer | Chi Psi Fraternity

Berkeley, CA | Jan 2023 - Present

- Manage budget of over \$200,000 dollars; work with Chi Psi National and Berkeley Holdings to curate contracts.

Education Department Contributor | Blockchain @ Berkeley

Berkeley, CA | Jan 2023 - Present

- Aid in development of our edX blockchain course that has been taken by over 150,000 students.

Tutoring Officer | Eta Kappa Nu

Berkeley, CA | Aug 2022 - Present

- Peer tutor on behalf of HKN, UC Berkeley's EECS honors society for the top 25% of students in the EECS major.

Co-founder | Equipment for Everyone

Pleasanton, CA | Sep 2019 - May 2021

- Non-Profit Organization that has donated over 5,000 pieces of sports equipment to low-income students.