BRENT BRISON

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EDUCATION

University of California, Santa Cruz   *June 2023 - June 2025*
Bachelor of Science in Computer Science
Coursework: Full Stack Web Development | Data Structures & Algorithms | Computer Systems Design | Database Systems

SKILLS

Languages: *Proficient:* Python (4yrs) | C/C++ (4 yrs) | *Intermediate:* HTML/CSS (3 yr) | JavaScript (3 yr) | *Beginner:* SQL (2 yr)
Software: AWS, Vitest, React, Next.js, Node.js, Express.js, OpenAPI, PostgreSQL, TypeGraphQL, OpenAPI, Puppeteer, Linux
Tools/Libraries: MaterialUI, Keras, NumPy, Pandas, Scikit Learn, MatplotLib, OpenAI, Anthropic, Git, Docker

EXPERIENCE

Headstarter AI   *Jun 2025 - Present*
Software Engineering Fellow   *Remote, USA*
- Collaborated in cross-functional teams, ideating and developing 3 AI-driven web applications as innovations targeted to worldly problems ranging from AI-engineered cancer research to simpler task automation solutions.

Mobalytics   *Sep 2023 - Dec 2023*
Data Analysis & Research Intern   *Remote, USA*
- Performed market research as well as data analysis using SQL, Tableau, and Excel to evaluate the competitive landscape of various gaming genres.
- Conducted further in-depth analysis of 6 select games across 3 genres, focusing on market trends and player engagement strategies. Leveraged insights here to provide a projected prediction of a doubled value to 40 million USD for market size and scope of the FPS gaming market by 2030.

Interweave Capital   *Jun 2023 - Sep 2023*
Cybersecurity Market Analyst   *Palo Alto, CA*
- Followed 4 specific companies through in-depth research of the Cybersecurity market by evaluating leading companies' revenue structures and growth prospects, leading to a final informative suggesting where success lies in the future of the Cybersecurity industry.
- Developed a theoretical proficiency in technical tools and concepts such as XDR, OSINT, and threat analysis during my market research, enhancing my ability to assess cybersecurity companies and effectively communicate their technological significance in the context of market dynamics and the industry landscape.

PROJECTS

Virtualized Campus Parking System| (≅ 60 hours) • *Next.js, Typescript, Express, PostgreSQL, Docker*   *Apr 2025 - Jun 2025*
- Collaborated in a team of 6 developers to build a digital solution for campus parking operations, replacing paper-based systems with streamlined online processes for vehicle registration, permit purchasing, and ticket management.
- Architected microservice infrastructure using Docker containers with 4 distinct services communicating via REST and GraphQL APIs built with TypeGraphQL and TSOA.
- Integrated third-party services including Stripe for payment processing, Mailgun for email notifications, and OAuth authentication, while implementing internationalization support for English and Mandarin languages.

Mobile Mini Facebook Clone | (≅ 20 hours) • *Next.js, MaterialUI, PostgreSQL*   *Mar 2025 - Apr 2025*
- Integrated authentication and data management directly through Next.js Server Actions, eliminating the need for separate API endpoints while maintaining secure user sessions.
- Engineered a mobile-first social platform with core features including personalized news feeds, post creation with emoji support, and multi-stage friend relationship workflows.
- Created a stateless authentication system utilizing secure HTTP-only cookies rather than client-stored tokens.

Real-Time Team Messaging Platform | (≅ 30 hours) • *Node.js, Express, React, PostgreSQL, OpenAPI*   *Feb 2025 - Mar 2025*
- Built a full-stack messaging application with real-time communication features including instant messaging, channel management, and workspace organization similar to Slack functionality.