

# Brendan Teo

San Francisco, CA | bteosf@gmail.com | github.com/breteo

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## **EDUCATION**

**University of California, Santa Cruz**

Fall 2020 - Expected Spring 2022

**City College Of San Francisco**

Fall 2018 - Spring 2020

## **Notable Classes**

C Programming and Computer Systems, Java Data Structures and Algorithms, Python Programming, Data Structures & Algorithms in C

## **SKILLS**

Sociable, adaptable, eager, passionate, hardworking, and team player

Programming Languages: Basic Python, C++, Java

Frameworks: HTML/CSS

Other Computer Programs: Unix System, Git/GitHub/GitLab, Command-Line, Sony Vegas, Adobe Photoshop, Illustrator, Aftereffect, Premiere

## **HACKATHONS**

- UC Berkeley, Bear Hacks(2017)
- Minerva Hacks (2019)
- DocuSign Momentum Hackathon(2019)

## **VOLUNTEER EXPERIENCE**

- DeveloperWeek, 2019, Oakland, CA (Corral)
- DeveloperWeek Hackathon, 2019, San Francisco, CA (Greeter & Setup)
- API World, 2019, San Jose, CA (Corral)
- Amazon Web Service Summit, 2019, Santa Clara (Greeter & Corral)

## **ACTIVITIES AND PROJECTS**

### **College:**

AI Club(2018 - 2019)

She Who Codes (2018 - 2019)

O'Kalani Outrigger Canoe Club(2018 - Present)

### **Thirst Robot | [github.com/breteo/Dihydrogen\\_Monoxide\\_Saving\\_Gun](https://github.com/breteo/Dihydrogen_Monoxide_Saving_Gun)**

- Developed robot that moves around and recognizes open mouths and shoots water at it. Part of better lifestyle goals for Minerva Hacks. Used OpenCV library.

### **Woodcutting Script for Runescape | [github.com/breteo/Runescape-Scripts/](https://github.com/breteo/Runescape-Scripts/)**

- Developed a script for a bot on Runescape to passively cut trees and bank them into the in-game banking system. Used Dreambot API