

Brandon Sapalo

San Francisco, CA | [Portfolio Website](#) | [Email](#) | [LinkedIn](#)

Passionate USC undergraduate with experience in front-end development & UX design armed with a unique background in computer science & business administration, *looking for an entry level position in product design.*

EDUCATION

University of Southern California - Viterbi School of Engineering, Los Angeles, CA.

est. May 2021

- **Major:** Computer Science / Business Administration
- **GPA:** 3.1 / 4.0
- **Relevant Courses:** Organizational Behavior and Leadership, Principles of Software Development, Marketing Fundamentals, Applied Business Statistics, Software Engineering, Design for User Experience, Project Management, Human Language and Technology.

PROFESSIONAL EXPERIENCE

University of Southern California, Los Angeles, CA

August 2020 – Present

Teaching Assistant for ITP 310: Design for User Experience

- Assisted in the transition to online learning by organizing submission via Google Drive, setting up workspaces in Figma, and researching tools for virtual team-building.
- Utilized strong presentation skills to conduct weekly demo's in Figma to grow students' understanding of the tool.
- Held virtual office hours to field students' questions about the course, provide industry mentorship, and assist them with assignments in Figma.

Timbre Chats, Inc., Remote

March 2020 – Present

Front-End Developer — React Native

- Self-taught React Native to become the first engineer at Timbre Chats, Inc.
- Collaborated with CEO (a.k.a. Product Manager) to create a hands-free voice-chat experience to better serve physically-impaired users.
- Implemented functional designs from Figma utilizing Expo to develop new features and iterate quickly.

Struct Club, Los Angeles, CA

May 2020 – August 2020

UX & Product Intern

- Produced UI designs through an iterative design process with engineers & stakeholders: problem discovery, storyboarding, sketching, and functional mockups in Figma.
- Conducted monthly quantitative analysis of user funnels from organic searches, marketing emails, and referral programs using AWS Athena & AppStore Connect to identify opportunities to bolster user acquisition.
- Created XCUI Tests (in Swift) to facilitate automated UI testing for new features on a release-by-release basis.

Struct Club, Los Angeles, CA

January 2020 – May 2020

Mobile Test Intern - QA

- Collaborated with iOS engineers in the product development process to devise features and tools to boost user growth & turnover (i.e. share feature, expanding into Apple Music, and referral program).
- Manually tested new iOS builds through TestFlight on a daily basis to report bugs and ensure the quality of the application before launch on the Apple App Store.
- Produced 'feature specification documents' by employing strong written & visual communication skills.

SKILLS

- **Tools:** Figma, AWS Athena, MixPanel, XCUI Tests, MailChimp, Squarespace, Xcode.
- **Programming Languages:** React Native, HTML, CSS, JavaScript, Java, C++, SQL.
- **Foreign Language:** Spanish (literate and conversational).

LEADERSHIP EXPERIENCE

Scope USC: Learn, Build, Code

May 2020 – Present

Director of Recruitment

- Organized and facilitated recruitment activities: online advertising, virtual class visits, and virtual tabling at the involvement fair.
- Hosted biweekly seminars to build mini-projects with students interested in full stack development and learning React Native amongst equally excited peers.

VOLUNTEER EXPERIENCE

The Bay Area CAN: Covid Awareness Network

July 2020 – Present

Frontend Web Developer & Designer

- Designed & implemented the organization's website utilizing HTML and CSS.
- My other projects include: logo design, user acquisition & growth, and marketing & copy design.