BRANDON SHAMOO

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EDUCATION

University of California, Irvine   Expected Graduation June 2022
B.S., Computer Science   GPA: 3.57/4.00
Specialization: Information/Intelligent Systems
Relevant Coursework: Algorithms, Data Structures, Software Testing and QA, Requirements Analysis and Engineering, Human-Computer Interaction, Computer Organization, System Software Design, Relational Database Management
Awards: Dean's Honor List: Spring 2021, Winter 2021, Fall 2020, Spring 2020, Winter 2019

SKILLS

Languages/Frameworks: C, C++, Java, Python, HTML, CSS, JavaScript, SQL, React, Bootstrap
Developer Tools: Git, GitHub, MySQL, Command Line, Visual Studio Code, IntelliJ IDEA, Jira, Confluence, Figma
Interpersonal: Problem-solving, Collaboration, Communication, Critical Thinking, Organization, Time Management
Certifications: AT&T Summer Learning Academy Externship | **In-Progress:** IBM Applied AI Professional

EXPERIENCE

Software Engineer Intern   July 2021 – Present
Sabio Inc.   *Newport Beach, CA (Remote)*
- Elicited requirements from campaign management team to ensure accurate development of 4 ad server and internal UI features.
- Designed and developed a campaign and media target filter for video start delay to increase targetability for video ad campaigns. Used a Play Scala Template with HTML and Javascript on front-end, and C for back-end ad server functionality.
- Improved internal UI by developing an auto-update feature for enum lists. Resulted in a decrease in UI downtime and an increase in team productivity. Used a Play Scala Template with HTML and Javascript on front-end, and Java and MySQL for back-end database services and management.
- Enhanced publisher dashboard by implementing a new publisher type field to improve publisher organization and searchability. Resulted in an increase in productivity for campaign management team. Used Angular on front-end and MySQL for database management.
- Designing and developing a mobile app for advertiser clients to preview campaign media directly on a mobile device.

Summer Learning Academy Extern   June 2020 – July 2020
AT&T Inc.   Irvine, CA (Remote)
- Acquired business and technical acumen along with personal growth and professional development across 80 hours of self-paced online learning lessons and activities over 4 weeks.
- Accomplished entry-level training in human resources, finance, advertising, media and technology, communication, and leadership.

Crew Member   July 2019 – May 2020
Chipotle Mexican Grill   Newport Beach, CA
- Collaborated with crew members to complete efficient work and maximize customer throughput.
- Maximized productivity by keeping detailed records of daily progress and identified areas for improvement.

PROJECTS

ZBid (School Project)   May 2021 – June 2021
- Collaborated in a team of 2 to design and develop a multi-threaded e-auction house server, similar to eBay, with Linux, C, and the POSIX Library.
- Utilized a shared FIFO buffer with binary semaphores to process requests from multiple producer and consumer threads.
- Implemented a readers-first mutex approach to synchronize access of shared data structures between multiple threads.

Hieu Clothing Website   November 2020 – Present
- Developed a full-stack e-commerce web application for a clothing brand with MongoDB, Express, React, and Node.
- Designed 6 high-fidelity interactive web page prototypes with Figma.

EUCALC Chrome Extension   September 2020 – October 2020
- Designed and developed a responsive front-end calculator with Figma, React, and Bootstrap.
- Utilized Google Chrome's extension feature to help users evaluate equations, conversions, and integer property functions.

EXTRACURRICULAR

iOS University Student   January 2021 – March 2021
CodePath at UCI   Irvine, CA (Remote)
- Completed a project-based iOS development course with a focus in design and implementation of REST APIs over a 10-week period. Designed and developed 4 iOS apps with Swift and XCode.