Brendan Tsuda

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Skills

React.js, React Native, Redux, JavaScript, TypeScript, Ruby, Ruby on Rails, Python, Swift, HTML, CSS, Tailwind CSS, SQL, PostgreSQL, Node.js, Express.js, MongoDB, AWS, Git

Experience

Full Stack Mobile Engineer Intern | March 2023 - Present
PlayPart Inc.

- Spearhead the development and implementation of the native iOS mobile application, utilizing Ruby on Rails and Swift, resulting in a user-friendly and efficient product.
- Maintain documentation of code changes and testing procedures, allowing for streamlined development and future updates.

Full Stack Developer (Pro Bono) | February 2023 - Present
FUNetix - American Youth Literacy Foundation

- Lead the development of a new web-based diacritics/word game application for children, which significantly enhances the learning experience and contributes to the success of the FUNetix website.
- Collaborate with the founding and executive directors to identify and prioritize new web feature requests, ensuring that the website remains up-to-date and competitive.

Projects

Lifelift Coffee (JavaScript, React / Redux, Ruby on Rails, PostgreSQL, HTML, CSS, AWS)   [live site](#) | [github](#)
A single-page coffee website clone where users can view, purchase, review, and search for various coffee products.

- Streamlined data organization in a PostgreSQL database by integrating custom SQL queries to organize products by category, leading to a 25% reduction in data retrieval time and increased database efficiency.
- Leveraged local Redux state to conditionally render and style selected purchasing options for each coffee product, resulting in a more dynamic and intuitive user interface.

.catch() (JavaScript, React / Redux, Mongoose.js, MongoDB, Express.js, Node.js, HTML, CSS, AWS)   [live site](#) | [github](#)
A modern dating web app designed for software engineers to connect and communicate with others in the industry.

- Directed the backend development efforts by designing and building API RESTful routes in Express.js, ensuring efficient communication between the database and the frontend.
- Developed a user profile algorithm that generates instant guaranteed matches and initial messages for demonstration purposes, showcasing the platform's capabilities and improving user engagement.
- Actively participated in code reviews and discussions, which resulted in identifying and fixing 30% more issues in the codebase, improving code quality and maintainability.

Tanks (HTML, Canvas API, JavaScript, CSS, Webpack)   [live site](#) | [github](#)
A fully interactive JavaScript and HTML Canvas game based on the classic Nintendo game Wii Play.

- Built a custom physics engine capable of supporting collision detection and management for up to 100 objects simultaneously on the screen, enabling a more engaging gameplay experience.
- Devised an advanced enemy tank algorithm that responds to player movements, resulting in a 30% increase in game difficulty.
- Enabled mine placement functionality with JavaScript's asynchronicity, allowing for conditional explosions after a specified time interval or upon bullet impact, resulting in a more diverse player experience.

Education

App Academy | November 2022 | San Francisco, CA
Immersive software development course with focus on full stack web development
University of California, Berkeley | May 2021 | Berkeley, CA
College of Chemistry, Bachelor of Science in Chemical Biology