

Brandon Gumayagay

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GitHub
LinkedIn
Portfolio

[gitbeanz](#)
[/in/brandon-gumayagay](#)
[gitbeanz.github.io/my-portfolio](#)

Software engineering student looking to enter the professional workplace

Education

University of California, Irvine

BS in Software Engineering, 2019 - 2023
Minor in Informatics

Udemy Online School

The Web Developer Bootcamp 2022

Skills

Technical

HTML, CSS, JavaScript, React.js, Python, C++, Java

Traits

Team-Oriented, Passionate, Creative, Teachability

Personal Projects

Routine Manager | [gitbeanz.github.io/routine-manager](#)

Sept 2022 - Present

HTML, CSS, JavaScript, React.js

- Developed a user-friendly productivity application for users to create and edit routines
- Utilized React's components, hooks, & states to build a fast-loading single page website
- Designed UI mockups in Figma

Puzzle Game Website | [gitbeanz.github.io/2048](#)

Aug 2022 - Sept 2022

HTML, CSS, JavaScript

- Reverse-Engineered the popular Internet game "2048"
- Manipulated the DOM to visually represent user input and game logic
- Stored local data on player's high score

Personal Blog Website | [gitbeanz.github.io/inspiration-blog](#)

Jul 2022 - Aug 2022

HTML, CSS, JavaScript

- Created an accessible, responsive internet blog aimed to inspire others
- Implemented an image carousel with left & right buttons to display various movies
- Added a contact form powered by form backend and endpoint automation platform getform.io

Experience

Computer Science Instructor | theCoderSchool Irvine

Nov 2022 - Present

- Coached students in various age groups on software and game development
- Taught computer science concepts through projects in Scratch, Python, and JavaScript
- Planned personalized lesson plans designed to guide each student effectively

UI/UX Designer | Design at UCI

Apr 2022 - May 2022

- Conducted around 50 user surveys in order to understand the audience the app would cater to
- Illustrated user-workflow maps and high-fidelity wireframes in Figma
- Collaborated with 3 student teammates to design a mobile app prototype for club competition

Relevant Coursework

C++ Programming, User Interaction Software, Human Computer Interaction, Data Structures, Algorithms, Java Programming, Requirement Analysis and Engineering, Intro to Software Engineering