

Brandon Gumayagay

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[GitHub](#)
[LinkedIn](#)
[Portfolio](#)

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

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 - September 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](#)

July 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

Lewis Carrol Puzzle Solver

Aug 2022 - September 2022

C++

- Implemented a data structure with cuckoo hashing to store words from a dictionary
- Utilized a breadth-first search algorithm to solve the puzzle efficiently

Team Experience

Developer, UI/UX | Design at UCI

April 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
- Wrote pseudocode representing data structures and algorithms the app would require

Project Manager | INF 151

Jan 2022 - Mar 2022

- Organized weekly meetings with 3 classmates to ensure clear, consistent communication and productivity
- Designed mock-ups of game screens to assist the developers visually
- Constructed a Gantt chart that encompassed all of the teammate's assignments using Notion