BO BRAMER

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in bo-bramer

bo-bramer.com

wuguishifu

EDUCATION

University of California, Irvine - Bachelor of Science

September 2018 - September 2022

- Major: Chemical Engineering; Specialization: Biomolecular Engineering
- Relevant Coursework: Numerical Methods, Linear Algebra, Differential Equations, Vector Calculus

TECHNICAL SKILLS

- Proficient: Java, JavaScript, React Native, React, Node.js, Express.js, MongoDB, HTML/CSS, MATLAB, LTFX
- Familiar: Python, OpenGL/GLSL, Microservice Architecture, Android Studio, Typescript, Google Firebase Database, Ubuntu

EXPERIENCE

ChemTalk, Co-Founder

Thousand Oaks, CA

December 2020 - Present

- Co-founded one of the top popular chemistry educational websites with over 500k unique monthly visitors
- Led a team of 50+ interns and employees in creating engaging educational content on a variety of chemistry topics
- Developed interactive web apps, including a dynamic periodic table
- Created automation tools to streamline processes for different teams within the organization
- Worked with an internal team to raise over \$100k in funding
- Managed multiple large-scale projects, including a full website redesign and a comprehensive content overhaul

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iBored, Software Engineer

San Diego, CA

June 2022 - Present

- Designed and developed a microservice backend with MongoDB for efficient data storage and retrieval
- Utilized AWS S3 and Wasabi to store and manage large files such as images
- Built and maintained hardware infrastructure for scalable deployment of backend and MongoDB servers
- Created pipelines for managing user data with fast response times of <10 ms
- Managed the CI/CD pipeline and developed internal tools such as a database schema applier
- Built a cross-platform mobile app using React Native
- · Collaborated with the UI/UX team to implement best practices and improve the overall user experience

PROJECTS

Molecular

Irvine, CA

June 2019 - January 2021

- · Created a desktop application for exploring molecules in 3D using custom graphics engine in Java with OpenGL and GLSL
- Implemented advanced computational physics and chemistry algorithms, such as the Hartree-Fock method
- Developed an efficient data structure for storing and managing sets of molecules
- View more details at https://bo-bramer.com/projects/molecular

Mujank

Irvine, CA

July 2021 - October 2021

- Developed a gacha card trading game on Discord with 100+ users, leveraging the platform's bot API
- Created various community activities, such as trading and gambling with in-game currency
- Built a website counterpart with features such as card search and game balance history
- Deployed on Heroku and Raspberry Pi for high availability and fast API response times
- View more details at https://bo-bramer.com/projects/mujank

LEADERSHIP ACTIVITIES

- Vice President International Anteater Association @ UCI
- Board Member (Webmaster) Made with Love at UCI
- Officer LGHS Astronomy Club

August 2020 - June 2021

July 2020 - June 2022

September 2016 - June 2018