

BRANDON CHUNG

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[portfolio](#) [github](#) [linkedin](#) [angellist](#)

EDUCATION

Tufts University B.S. in Computer Science

Sept 2014 - May 2018

App Academy Full Stack Development

Sept 2019 - Jan 2020

< 3% acceptance rate, elite 16-week bootcamp dedicated to full stack development with a focus in React, Redux, Rails and Express

TECHNICAL SKILLS

Languages Ruby | JavaScript | C++ | C

Frontend React | Redux | Vue | Vuex | HTML5 | CSS3 | Sass

Backend Ruby on Rails | PostgreSQL | Node.js | Express | MongoDB | jQuery

Technologies Git | AWS | Docker | Heroku | Canvas

EXPERIENCE

Software Engineer at **Marpip**

Mar 2020 - Present

- Developed a multivariate-based ad builder that enables advertisers to generate hundreds of permutations of their creative. Each deployment outputs granular data and advertising metrics such that users can determine which piece of their creative was the most successful.
- Employed AWS Lambdas to run serverless computing on image and video rendering.

Research Developer at **Harvard University**

May 2018 - Aug 2018

- Constructed web-based applications for educational research to facilitate partner synergy in group projects.
- Architected an interactive JavaScript video player such that scientists could scrub through video clips and more finely review research findings from Eye Tracker and Kinect technologies.

Software Engineering Intern at **Charles River Analytics**

May 2017 - Aug 2017

- Collaborated with a team of five developers to create AMPT (Advanced Mission Planning Tools) – a tool that enabled military supervisors to oversee active drone units, create commands, and monitor important mission details.
- Built an interactive gantt chart using D3 and JavaScript that dynamically changed based on regularly updating mission schedules and details.

Programming Instructor at **MIT iD Tech Camps**

May 2016 - Aug 2016

- Taught a class of 20 students aged 13-17 basic to advanced fundamentals in both C++ and Java, (i.e., creating efficient algorithms, refactoring, modern coding decorum, etc.).

IT Specialist at **St. Thomas Aquinas College**

June 2013 - Aug 2015

- Worked with a team of IT professionals to reconfigure wireless infrastructure, enforce security protocols, and troubleshoot day-to-day cases.

PROJECTS

g-cord React | Redux | Ruby on Rails | PostgreSQL

[live](#) | [repo](#)

A hip-hop themed clone of the online chatting software Discord.

- Leveraged Rails' ActionCable and Redis to handle web-socket connections for seamless live chat and user interaction.
- Constructed intuitive and responsive UI using React/Redux to enable users to create, delete, edit, and invite fellow users to channels or servers.

UpNext React | Redux | Node.js | Express | MongoDB

[live](#) | [repo](#)

UpNext is an app that allows users to post interests and receive related media recommendations based on those interests.

- Developed the product mobile-first using media queries and modern design practices to allow for a consistent presentation across all platforms.
- Incorporated outside APIs including the TheTVDB to create an intuitive search bar that lists only existent movies from IMDB's movie database that are not already part of the user's interests

Tag JavaScript | Canvas

[live](#) | [repo](#)

Tag is a 2-player platform game based on the familiar childhood pastime.

- Devised object physics engine for movement and 2D collision detection from ground up to simulate Mario-esque platform gaming.
- Designed game textures for map and players through Canvas and meticulous sprite animation framing to add more visual clarity..