

# Brendan Chen

Orange, CA | [me@bchen.dev](mailto:me@bchen.dev) | [linkedin.com/in/brendan-ch](https://www.linkedin.com/in/brendan-ch) | [www.bchen.dev](http://www.bchen.dev)

Third year software engineering student at Chapman University with a diverse set of experiences in mobile app and full-stack development. Simply interested in making impactful things, experimenting with ideas, and learning from others.

## Education

### Chapman University

Bachelor of Science in Software Engineering

Minor in Chinese Studies

Cumulative GPA: 3.876

Relevant Coursework: Database Management, Data Structures and Algorithms, Operating Systems, Agile Development

### Skills

**Programming Languages:** Kotlin, Java, Swift, C/C++, Python, Rust, JavaScript/Node.js, TypeScript, HTML/CSS

**Libraries and Frameworks:** Android SDK, iOS SDK, JUnit, Gradle, Playwright, React Native, React, Next.js, Jest

**Applications and Tools:** Xcode, Android Studio, MySQL, SQLite, Chrome DevTools, IntelliJ IDEs, Git, GitHub

## Work Experience

### Student Tutor, Chapman University

August 2024 - present

- Led 5-7 tutoring sessions per week for computer science, math, and Chinese classes taught at Chapman University
- Applied expertise in Java/C++/Python to debug projects step-by-step and explain approaches in 30-minute sessions
- Collaborated with 3 Chapman professors to promote the Tutoring Center within classes and answer student questions
- Communicated technical ideas using whiteboard-based approaches to enhance students' problem solving skills

### Android Developer Intern, IGG Inc.

May 2024 - July 2024

- Created documentation to communicate feature analysis of popular PDF apps and define a UX/technical vision
- Developed Android prototypes with Java/Kotlin/C++/OpenCV for document scanning feature of PDF annotation app
- Leveraged object oriented design and Android SDK to streamline implementation process and enhance maintainability
- Collaborated with peers using Git/GitLab to support a fast-paced engineering team and implement code changes

### Windows Application Developer, The Farmer's Dog (via contract)

November 2023 - January 2024

- Collaborated with developer to create a Windows kiosk app for an in-person marketing event for The Farmer's Dog
- Collaborated with stakeholders to create technical design and functional requirements for analytics reporting feature
- Built a performant native app using React Native and SQLite based on Figma handoff files for an interactive trivia game
- Debugged critical build issue with native C# based open source dependency to enable successful app deployment

## Projects

### Interchange [TestFlight] [LinkedIn post]

December 2024 - present

- Built, tested, and launched (in beta) an app using SwiftUI and GraphQL to improve the Chapman shuttle experience
- Gathered feedback from colleagues through TestFlight to determine required bug fixes and the direction of the app
- Promoted the app through a LinkedIn post, reaching 2,500+ impressions over one week and driving app downloads

### Don't Wake Sandie [itch.io]

November 2024 - December 2024

- Built a Unity-based game about petting a hungover corgi, where I led gameplay design and programming
- Collaborated with 3 other students to coordinate UI development, artwork integration, and Unity Version Control
- Showcased gameplay demo to audience of 30, explaining technical decisions behind game state and camera movement

### Sourcebook [GitHub]

October 2024 - December 2024

- Created entity relationship diagram and SQL database schema to support a lightweight CMS for building class websites
- Designed HTML/CSS high-fidelity prototypes as part of a comprehensive pitch to professors interested in the project
- Built a Python-based web application with unit/integration tests to create a performant and stable experience for users

### Tad-Pool [FullyBeyond 2024] [Figma] [FigJam] [Devpost]

October 2024

- Created the UI/UX design for a mobile app in Figma/FigJam to make carpooling easier for college students
- Collaborated with 2 other students to create UX design assets including flow maps, wireframes, and high-fidelity designs
- Pitched app to FullyBeyond 2024 judges during the finalist stage, highlighting secondary research and design process

### Power to the People [Devpost] [CruzHacks 2024]

January 2024

- Led fast paced team of 4 to design iOS mobile app with goal of making traffic stops safer for marginalized communities
- Iterated Swift/SwiftUI codebase into innovative minimum viable product (MVP) within 36 hours during CruzHacks 2024
- Worked with team to prepare elevator pitch for 4 judges and CruzHacks organizing team, winning President's Pick award

## Leadership Roles, Awards, and Certifications

### Treasurer, Panther Devs

August 2024 - present

### Graphic Designer and Outreach Officer, iOS Developers Club

September 2023 - January 2024

### Provost's List

Spring 2023, Fall 2023, Fall 2024

### Volunteer Developer, Techies Without Borders

September 2022 - May 2024