Brandon Suen

Software Engineer | https://bsuen.netlify.app/

EDUCATION

- **UC Berkeley:** B.A. Computer Science & Data Science double major (expected grad. May 2023)
- **Cumulative GPA**: 3.85, EECS Honors Program member
- **Technical skills:** JavaScript/Node.js, React Native, Python, Java, C, HTML, CSS/SASS, Git, React.js, Redux, Express.js, Bootstrap, Machine learning, Deep reinforcement learning

EXPERIENCES

Software Engineer Intern at Attain (YC W22), Oct. 2022 - Present— *React Native, GraphQL*

Software Engineer Intern at Google, Assistant on Auto Team, May - Aug. 2022— *Java, Dagger*
- Implemented TTS welcome message with an ending speech prompt for new Android Auto users
- Integrated UI shortcuts with backend infrastructure for contextual Assistant suggestions

Data Science Discovery Researcher with the National Park Service, Feb. - May 2022— *R, dplyr*
- Wrote R programs to compute hydrology metrics for Yosemite and Sequoia National Parks
- Created pipeline for data processing, computational analyses, and visualization

Data Science Researcher with Boettiger Group, Sept. 2020 - May 2022— *Python, OpenAI Gym*
- Researched reinforcement learning approaches to ecological forecasting and decision making
- Modeled fisheries to optimize fishing strategies using Optuna with Stable Baselines3 algorithms

STEP Intern at Google, Modern Experiences Team, May - Aug. 2021— *JavaScript, CSS, HTML*
- Deployed Image Quiz and Image Poll components to open source Web Story library on GitHub
- Engineered components to be clean, engaging, performant, and accessible on many browsers
- Responsible for implementation, engineering design docs, testing, documentation, and demos

Full Stack Developer Intern at Reputationaire (Unpaid), June - Sept. 2019— *React.js, CSS*
- Added UI features and to Reputationaire's web service and fixed bugs using Agile methodology

PROJECTS

UC Berkeley CS 61A Hog Contest Winner, July 2020— *Python, XGBoost, Pandas*
- Placed top 3 in a ~700 student class in contest to design best algorithm for dice-rolling game
- Used tree recursive strategy with supervised machine learning classification using XGBoost

Creator of Geographist, on iOS App Store Aug. 2019 - 2022— *React Native, Redux, JavaScript*
- Allows users to explore random cities on a map using information retrieved from various APIs
- Periodically shows ads using Google AdMob and offers an in-app purchase to remove ads

Creator of Quiz Watch, on iOS App Store Mar. 2019 - 2022— *React Native, Redux, JavaScript*
- Trivia app with over 1,000,000 trivia questions answered by thousands of users across the world
- Implemented algorithm to evaluate the accuracy of answers by using the Wikipedia API

Other projects: 2 other iOS apps and 20+ more programming projects (see personal website)

CERTIFICATIONS / PROGRAMS

Deep Reinforcement Learning Nanodegree from Udacity, 7/2/2020— *Python, DQN, DDPG*
Intensive project-based curriculum (4 months worth) covering value-based and policy-based deep RL

Computer Science Summer Institute at Google, July 2020— *JavaScript, Processing*
Completed a project-based JavaScript curriculum taught by Google engineers with final demonstration

Responsive Web Design Certification from freeCodeCamp, 6/1/2020— *HTML, CSS, JavaScript*
Completed 5 web page projects to practice web development skills; represents 300 hours coursework