

Brendan Chen

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Education

Chapman University

Expected graduation May 2026

Bachelor's of Science in Software Engineering
Minors in Game Development, Chinese
Cumulative GPA: 3.930

Relevant Coursework

Data Structures and Algorithms, Linear Algebra, Multivariable Calculus

Technical Qualifications

Programming Languages/Libraries/Frameworks

JavaScript/TypeScript, React, React Native, Next.js, Swift, Java, C/C++, Rust, Python

Applications and Tools

Visual Studio Code, Git/GitHub, Docker, Notion, Figma, Adobe Creative Suite

Work Experience

Windows Application Developer

November 2023 - January 2024

The Farmer's Dog (subcontract)

App development, project management, version control management

- Developed a Windows kiosk application to connect customers with the Farmer's Dog experience
- Implemented a front-end interface using React Native to ensure close parity with handoff files
- Defined tasks, functional requirements and technology stack to sustain project flow
- Resolved issues with a native open source dependency to enable successful app builds

Volunteer Experience

Full Stack Developer and Project Manager

September 2022 – Present

Techies Without Borders

Project management, full stack development, UI/UX design

- Led the implementation of a full-stack application using a modern JavaScript framework (Next.js)
- Shipped the web application to Azure Static Web Apps using CI/CD workflows (GitHub Actions)

Mobile Application Developer

March 2021 – September 2022

Techies Without Borders

Mobile app development, project management

- Developed the CMES app using Angular and JavaScript to facilitate medical content distribution
- Coordinated with 2 project managers to deploy production code to the App Store and Google Play

Projects

Power to the People

January 2024

[CruzHacks 2024 President's Pick] [Devpost: devpost.com/software/power-to-the-people-lbhxyd]

iOS app development, project management, user interface design

- Collaborated with a team of 4 to ideate a mobile app designed to make traffic stops safer
- Implemented a minimum viable product using SwiftUI within 36 hours during CruzHacks 2024

Clockwise

October 2021 – January 2023

[Website: clockwise.bchen.dev] [GitHub: github.com/brendan-ch/clockwise]

Mobile app development, frontend web development, user interface design

- Designed and developed a mobile application using Figma, React Native and Expo
- Shipped the application to the App Store and Google Play to make the app available to end users

Leadership and Academic Activities

Graphic Designer and Outreach Officer

September 2023 - January 2024

iOS Developers Club