

Brandon Chang

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<https://github.com/karunashi> | www.linkedin.com/in/karu-soshi | <https://karunashi.github.io/Karunashi-Portfolio>

A recent graduate (B.A./English) with a passion for learning new technologies while incorporating creativity and hard work ethics to continuously grow as a full-time developer. Experienced in Semantic HTML, HTML5, CSS3, Bootstrap, Responsive Design, JavaScript, jQuery, Firebase, Node.js, MySQL, Express, MongoDB, Handlebars, React.js, React Native, GIT, Github, Zenhub, Heroku, CLI, Algorithms, Design Patterns, Security and Session Storage, Local Storage and Cookies, SEO, Writing Tests, Virtual Reality, Augmented Reality, Three.js, Unity3D, and Machine Learning.

EDUCATION

University of California of Los Angeles, Los Angeles, CA

January 2017 - June 2017

UCLA Extension - Full Stack Web Development

An intensive 6-month long course dedicated to designing and building web applications. Skills learned consisted of HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handlebars JS, & React Js.

University of California, Riverside, Riverside, CA

June 2015

Bachelor of Arts in English

APPLICATIONS BUILT

Herolution - “Not All Heroes Wear a Cape.”

- A Google Maps tracker made for identifying heroes of the Marvel Cinematic Universe as well as finding volunteer opportunities. Presents the user with the ability to search for various volunteer opportunities around the geocode they've inputted as well as an animal shelter if they wish to adopt a sidekick of their very own.
- Worked with a team of three other developers, worked on the functionality of the entire application including the use of both public and semi-private APIs, Firebase, JavaScript, jQuery, as well as creating formats via Bootstrap and HTML5/CSS3.
- <https://thenerdyfeline.github.io/marvel-app/>

Equilibrium - “Immerse Yourself with Virtual Reality”

- Virtual Reality adventure game with an inventory system that updates in real-time with the companion web application. The user can see items being picked up in the game with a full integration of MySQL and Firebase, allowing for the data from the video game to be used on the web application in the form of achievements, mini-games, and much more. Game functional on Android/Windows/Linux. MacOSX experimental release.
- Worked with a team of three other developers. Primarily responsible for Unity3D game development, Virtual Reality capabilities along with bluetooth controller integration. Integrated Three.js with 3D scene for a 360° view of virtual world on web app. Worked on Augmented Reality that was to be used for presentation purposes that was never used. Additionally, utilized JavaScript, jQuery, Bootstrap, HTML5/CSS3, Handlebars.js, Firebase SDK, MySQL, and C#.
- <https://equilibrium-game.herokuapp.com/>

ADDITIONAL WORK EXPERIENCE

- **Accountant/Internal Operations at Kee & Partners Insurance** 01/2016 – 10/2016
- **P&C Underwriting Assistant at Kee & Partners Insurance** 09/2015 – 12/2015
- **Organization President at HighLANder Gaming** 06/2014 – 06/2015
- **Resident Advisor at University of California, Riverside** 09/2012 – 06/2013