Brandon Ongtingco

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EDUCATION

University of Virginia, School of Engineering and Applied Science   Charlottesville, VA
- Bachelor of Science in Computer Science   Graduated May 2022
- Related Coursework: Data Structures and Algorithms, Computer Organization and Architecture, Discrete Mathematics, Software Development, Theory of Computation, Software Testing, Game Design, Database Systems, Introduction to Cyber Security, Operating Systems, Cloud Computing, Artificial Intelligence

TECHNICAL SKILLS
- **Languages**: Python, Java, C/C++, C#, HTML,CSS Assembly, Dart
- **Frameworks and Software**: Eclipse, Visual Studio Code, CAD, Android Studio, Flutter, Heroku, Firestore

PROFESSIONAL CERTIFICATES
- Certified Kubernetes Application Developer (CKAD)   Expires June 19th, 2026

EXPERIENCE

Argon ST   Fall 2022 – Current
- Cultivated Import and Export functionality of tasking plans onto a signal-based platform by using Java for implementation and SoapUI and Postman for testing.
- Remodeled Webservice to be able to interact with new functionalities using Typescript, and React JSX for implementation.
- Implemented keep-alive and tasking update messages for a WebSocket service using Java and Typescript for implementation.

Undergraduate Computer Science Teaching Assistant Lab Lead   Fall 2019 – Spring 2022
- Supported instructor with test administration, curriculum development and assignment grading for over 500 students per semester
- Tutored students to reinforce learning concepts in Python and build beginner foundation on data structures such as lists, and dictionaries
- Maintained 100% positive ratings from students
- Conducted labs that reinforce skills taught in class lectures.

ADP Automation Self Service Intern   Summer 2021
- Implemented wrapper classes to help internal company automation system use external APIs
- Improved automation generic work flow to avoid error-prone processes and optimize systems with end-to-end visibility
- Constructed automation blocks of code that can be re-used by fellow ADP employees with low effort, thus optimizing runtime of projects throughout the company

PROJECTS

MCU Reviews   Spring 2021
- Developed a website that allows users to make reviews and discuss movies based in the Marvel Cinematic Universe
- Utilized database organization and data parsing using MySQL and Django

HoosFood (Mobile App)   Summer 2020 - Winter 2021
- Co-created a mobile application for students at the University of Virginia to display information on dining locations all across the university utilizing front-end and back-end development
- Used Firebase cloud storage to provide real-time updates on openings and closings of certain dining locations

Popular Traditional Fighting Game Clone   Spring 2019
- Cultivated a clone of a popular fighting game with two playable characters using Python and PyGame module

Website for Organization of Young Filipino Americans   Fall 2019 - Spring 2020
- Administered a website for the Organization of Young Filipino Americans using HTML/CSS that informed over 200 members about events and current status of the organization
- Optimized runtime for website in order to reduce loading times