



Brandon

Front-end • Game Dev • Data Analyst

Learning everything I find interesting. Starting from computer engineering, I pushed myself more into the world of coding. I provide data analytics as a career while pursuing side projects of front-end web applications and video game development.

Education

B.S. in Computer Engineering
Cal State University, Long Beach
FALL 2019 - SPRING 2023

- 3.5 GPA

Contact

Website
brandon-d.com

Work Experience

Data Analyst
Arrowhead Products
OCT 2022 - Present

- Created an Open Order Analysis Tool that compares customer open orders with our sales data
- Created an Order Entry Review Application that tracks order accuracy and verifies contract pricing
- Transferred Customer Service Team to Monday.com with automations for efficient workflow while capturing data

Projects

Better Board Game Board

- Play digital games on an interactive tabletop with physical pieces
- Programmed games such as Stacker, Tic-Tac-Toe, Connect 4+, and Draw It

Itty-Bitty Dungeon

- Solo developed indie game releasing this year

Skills

Front-end
HTML, CSS, JS,
GSAP, Spline,
Webflow, Svelte

Computer Engineering
C, Verilog, Assembly,
Keil uVision, Vivado,
Embedded Systems

Data Analysis
SQL, Excel, Python,
VBA, Monday.com

Game Development
GDscript, Godot