Brandon Morimoto

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WORK EXPERIENCE

Web Developer at Chipster, San Jose CA

- Redesigned a website using WordPress for a non-profit organization •
- Utilized SCRUM methodologies to structure and organize the project •
- Created Newsletter signups and donation pages and connected them to a MySQL database to let users • request educational resources, donate devices, and stay updated with Chipster.

Software Engineer at NextAxiom, San Francisco CA

- Worked on the R&D team to develop components using Typescript, HTML, and CSS for the Dynamic Work Execution Platform (DWEP)
- Fixed/Debugged memory leaks, UI bugs, and other issues to improve the functionality/appearance of DWEP ٠
- Refactored code to meet their object-oriented coding standards
- QA tested bug fixes as well as created test cases to simulate the application's workflow to ensure backward • compatibility and stability
- Participated in code reviews and daily SCRUM meetings to give and receive feedback for new features

PROJECTS

Malware Classification

- Implemented a Hidden Markov Model (HMM) from scratch in Java to classify malware samples based on • opcode sequences to achieve an AUC of 54% - 90% depending on the malware family
- Processed the data by mapping opcodes to integers to feed into the HMM.
- Stacked HMM and SVM to improve the AUC to 84% 100% depending on the malware family. •

Handwritten Equation Solver

- Developed a web application that solves handwritten equations using Django, React, and Tensorflow •
- Built a canvas for users to write/erase equations on that is then encoded to base64 strings •
- Implemented a modified LeNet-5 architecture to achieve a validation accuracy of 99% •
- Processed images using OpenCV to find ROI and bounding boxes •
- Developed a REST API to receive images as base64 strings to be processed and classified •

Maze Mania

- Built a maze game where the user moves a dog carrying a pizza through a series of mazes
- Game features include in-game notifications, reset/time traps, and increases in difficulty throughout the • mazes
- The project was structured using the MVC design pattern and tested using JUnit •

EDUCATION

San Jose State University

Aug 2017 - May 2022 B.S. in Management Information Systems, minors in Computer Science, Mathematics Coursework: Data Structures & Algorithms, Object Oriented Programming, Databases, Machine learning, Linear Algebra, Discrete Math, Probability, Statistics, Spectral Graph Theory Awards and Certificates: Dean's Scholar in 2018 and 2020, Deep Learning Specialization (Coursera)

SKILLS

Languages: Python, Java, Typescript, Go, Rust, Bash, SQL, HTML, CSS Tools: Git, GitHub, Docker, AWS, Node.js, Gradle Databases: MySQL, MongoDB, PostgreSQL, Redis Frameworks/Libraries: React.js, Next.js, Express, Tensorflow, JUnit, Jest, Django, Spring Boot

Jan 2023 - March 2023

Feb 2022 - May 2022