

Brendan Chen

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I'm a software engineer based in Atlanta, GA and Orange County, CA.

Work experience

- **Associate Software Engineer**, Cargill, *June 2026 to present*
 - My current role!
 - I am currently collaborating with the Food R&D team to create several new features for an internal fermentation platform
- **Software Engineering Intern**, Cargill, *May 2025 to August 2025*
 - I led the development of the *IDX* prototype, a full stack platform between drivers and 3 delivery sites
 - I collaborated with SSTNA Branded Feed stakeholders to create and refine ~15 functional requirements throughout development
 - I led bi-weekly demos with my team and 2 office-wide presentations to demonstrate the business case and technical design
 - I also utilized an internal platform to make *IDX* the 1st Cargill application to use SMS sign-on, reducing the sign-up friction
- **Student Tutor**, Chapman University, *August 2024 to December 2025*
 - I led 5-7 tutoring sessions per week for computer science, math, and Chinese classes taught at Chapman University
 - During these sessions, I asked leading questions to students to develop their problem-solving approaches
 - I collaborated with 3 Chinese program professors to promote the Tutoring Center within classes and improve student turnout

Education

- **Chapman University**, *graduated May 2026*
 - Bachelor of Science in Software Engineering
 - Minor in Chinese Studies
 - Cumulative GPA: 3.866

Projects

- OpenAppLock, June 2026 to present
 - OpenAppLock is an open source iOS app for blocking apps, with different rules and settings to help you reclaim your screen time
 - I built the app using SwiftUI, working with the relevant Apple screen time APIs to build the features in a privacy-preserving way
 - To promote the app, I posted a picture of some grass on LinkedIn, reaching 1,000+ impressions and ~30 link engagements
 - Working on this app taught me to never trust vibe coding as a means to a workable end result
- Resonance, January 2026 to present
 - Resonance is a cyberpunk-themed game show shooter created by a 12-person student team over multiple months
 - I implemented the networking logic using PurrNet, an open-source Unity library, as well as *Arena*, a free-for-all game mode
 - The game was selected as an *IEEE GameSig finalist*, where we demoed gameplay to 5 judges and other college students
 - Currently, I am reworking the party system by integrating it with Edgegap dedicated servers, to prepare for a Steam launch
- Interchange, December 2024 to present
 - Interchange is an iOS app for Chapman University transit, serving as an alternative frontend to *Passio GO!* and Chapman Parking
 - I built Interchange using SwiftUI, and the backend using Node.js to provide application data and store notification requests
 - I learned how to use test-driven design for iOS, with 200+ unit tests and a suite of automated UI tests driven by XCUITest
 - Interchange currently sits at ~150 lifetime downloads from Chapman students and more