

Brandon Cho

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My Vision:

I want to explore different aspects of computer science and create a portfolio of my creative innovations.

Education:

- Bucknell University - Computer Science and Engineering (2021-2025)
- WGU Computer Science (2025-present)

Experience:

- SWE intern for Selyne, a startup OSINT for governments (2025-present)
- SCRUM leader for an app that simulates opening trading cards. Led the SCRUM work as well as worked on the UI/UX aspect of the project.
- Web design using HTML and React. Currently working to develop my personal website.
- Using Unity and Godot to make games such as FPS, platformers, and MOBAs
- Developing my creative ideas. Helped develop the UI/UX called BusyBee, which is a user-friendly app that helps deal with personal responsibilities for those who struggle with deadlines and anxiety.

Skills:

Coding:

- Java
- Javascript
- Python
- HTML
- C#
- Ruby

Leadership

- Eagle Scout
- Town Committee Member
- Bucknell SASE Treasurer
- President of the Bucknell Esports Club

Fluent in English and Korean

Interests:

- AI
- UI/UX Design
- VR and XR
- Robotics
- Hacking
- Groupwork