

Brandon Wees

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EDUCATION

Texas A&M University

Bachelor's of Science, Computer Science

- Cumulative GPA: 3.79/4.0 | Dean's Honor Roll, Distinguished Student

College Station, TX

Aug 2023 — May 2027

WORK EXPERIENCE

Software Development Intern

FUTO

May 2025 — August 2025

Austin, TX

- Developed multiple user-facing features in TypeScript, Svelte, and Flutter for the [Immich](#) project:
- Integrated casting support on both web and mobile platforms to view assets on Google Cast devices
- Created new user onboarding flows to select preferences such as theme, language, and privacy settings
- Implemented iOS and Android widgets on mobile app in SwiftUI and Jetpack Compose
- Built a crowdsourced asset collection site using Svelte and Cloudflare Workers to build public datasets
- Migrated 20+ Flutter widgets to new Riverpod and SQLite architecture to improve app performance
- Implemented non-destructive image editing on both web and mobile platforms using libvips and Svelte.
 - Article: <https://immich.app/blog/immich-editor>

Robotics Software Intern

Lab37 Robotics

June 2024 — August 2024

Pittsburgh, PA

- Developed software in C++ and VueJS to operate a line cook robot for use in delivery kitchens
- Designed new control interface elements in VueJS and JavaScript to surface important information to user
- Integrated Mixpanel interface usage metrics to identify operator confusion and UI improvement areas
- Built an end-to-end voice control pipeline for the robot in C++ with OpenAI Whisper technologies
- Developed multiple subsystems in C++ for improving robot efficiency and monitoring/reporting robot status
- An in-depth writeup of my time and work at Lab37 is available: [Blog Post](#)
- Winter 2024: Designed and built programming stand for thermal probes, migrated VueJS codebase to TypeScript

LEADERSHIP

Volunteer Staff Member

Starforge Makerspace

October 2023 — Present

College Station, TX

- Lead day-to-day operations of the only public makerspace in College Station, TX
- Organized memberships, 3D Printing requests, staffing, purchasing lists, and other processes within Notion
- Developed serverless API with Cloudflare Workers to manage 3D print requests and class registrations
- Authored machine usage information and tutorials for public knowledge base: wiki.starforgefoundry.com
- Led renovation of electronics lab, rapid prototyping lab, and CNC machine upgrades

PROJECTS

Lead Developer, Maroon Rides (maroonrides.app)

September 2023 — Present

- Developed a native iOS and Android app for accessing the Texas A&M University bus system
- Designed an intuitive user interface with accessibility and simplicity in mind
- Implemented TAMU Bus API (REST) to gather data for display in app, type-checked data with Zod
- Implemented GitHub Actions to streamline deployment to Apple App Store and Google Play
- Gained over 35,000 downloads since release in January 2024, averages 5,000 daily active users
- App is completely open source (AGPL 3.0): github.com/Maroon-Rides/MaroonRides

Hoverwheel (github.com/bwees/hoverwheel)

October 2023 — March 2024

- Designed and developed an open-source alternative to the Onewheel electric vehicle
- Built out of a used hoverboard for under \$400 (one-third of the price of an Onewheel PintX)
- Wrote custom control code in C++ on the Arduino platform for the ESP32 microcontroller
- Created 3D printed enclosures for electronics and mounts for the battery, sensors, and motor controller