# Brian Chen

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## Education

**University of Toronto**  2015 – 2019
- Honors B.Sc. in Computer Science, Co-op Program
- **4x Teaching Assistant:** Introduction to Computer Science (I & II), Introduction to Software Engineering

## Awards

- **1st Place**  2017 Microsoft University Coding Challenge
- **1st Place**  2015 UofT Operations Research Challenge
- **3rd Place**  2018 Facebook University Coding Challenge
- **4th Place**  2017 UofT The Hub Startup Challenge
- **5th Place**  2016 University of Michigan MHacks 8

## Experience

### Riot Games                                                                        Los Angeles, USA
**Software Engineering Intern** – *Player Platform Team*                              *Incoming* Summer 2019

### Salesforce                                                                        San Francisco, USA
**Software Engineering Intern** – *Salesforce Infrastructure Team*                    Summer 2018
- Saved teams over 60 hours weekly on build failures by creating a Jenkins build monitoring tool which tracked, triaged, and compared failures against known errors using key heuristics, automating failure detection and issue tracking workflows
- Developed dashboard using Tomcat/JSP which provided insights into build processes - tracked failing tests across builds and jobs and correlated Jenkins events with infrastructure performance metrics to identify root causes of reoccurring issues

### Dessa                                                                             Toronto, Canada
**Machine Learning Engineer Intern** – *Flagship Platform Team*                       Winter 2018
- Implemented various Machine Learning modules containing logic and redesigned a neural network classification pipeline using Pandas, TensorFlow and Spark resulting in up to 6x training time reduction and 10% increase accuracy performance
- Managed Kubernetes deployments, Docker images, Ansible deploy scripts/playbooks, increased test coverage of code from 64% to over 93% and also created suites of comprehensive frontend user acceptance and end to end tests using Cypress.io

### Trent University                                                                  Toronto, Canada
**Research and Development Intern** – *CS, Math and Stats Department*                  Summer 2017
- Co-authored and published a peer-reviewed paper investigating students' online mathematical communication abilities
- Led the development of MC$^2$, a collaborative math application created using React, Redux, MySQL, Socket.io and Node.js which is being by 700+ students used as the official tool of introductory statistics and calculus classes at Trent and UofT

## Technical Skills

**Languages/Markup**: Python, C, C++, Java, Kotlin, Scala, Bash, Node.js, React, JavaScript, HTML, CSS, ASP, JSP, SQL

**Other:** Jenkins, Kubernetes, Docker, Vagrant, Ansible, Git, Subversion, Azure, AWS, GCP, Cypress.io, Tomcat, Ant, Spark

## Projects & Involvement

**Space2Vec** – *An extensively documented open-source adventure into using Machine Learning for astronomy*   **space2vec.com**
- Employed convolutional neural nets with backpropagation to classify transient images as supernovae, attaining accuracies upwards of 94% over 200K test images (800K training) with a misdetection rate of < 3.1% and a false positive rate < 2.3%
- Worked with Jupyter Notebooks, Pandas, Keras and explored feature engineering, Random Forest and XGBoost techniques

**Let Me Know** – *A news and content aggregation site - finalist in MHacks 8 and earned $3,000+ in seed funding*   **letmeknow.news**
- Implemented a web scraper in Python using Django to extract trending news articles from Twitter, Facebook, Reddit
- Generated overviews of recent events including summaries, sentiment, whitelisted readings, and media perspectives

**CS Enrichment Club** – *President, Co-Founder, ACM-ICPC Coach of The Official University of Toronto CS Club -*   **csec.club**
- Delivered seminars on topics such as CI/CD, blockchain, machine learning, web dev, etc. to over 400 university students
- Organized and hosted coding competitions (**UTSCode**) and hackathons (**Hack the Valley**) totaling over 1,500 participants