# 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, CA

Software Engineering Intern – Player Platform Team

Incoming Summer 2019

San Francisco, CA

Salesforce

**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, ON

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, ON

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<sup>2</sup>, 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

- Deployed convolutional neural nets with backpropagation to classify transient images as supernovae, achieving 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

- Developed a news aggregation platform using Node.js, Python, Django, and Angular to extract trending readings from Twitter, Reddit & Facebook APIs. Conducted sentiment analysis through MS Azure API and summarization using NLP algorithms
- Built dashboard of real-time trending events including summaries, sentiments, breaking news, 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