

Brian Sun

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EDUCATION

University of British Columbia

Vancouver, BC

Bachelor of Applied Science in Engineering Physics

Sep. 2019 - May 2023 (expected)

Coursework: Instrument Design, Software Construction, Machine Learning, Digital Systems and Microcomputers

SKILLS

Languages: Java, C, C++, Python, JavaScript, PowerShell, Matlab

Frameworks: React, Node.js, Spring Boot, MongoDB, ROS, JUnit, GTest

Tools/Environment: Git, Azure, PlatformIO, VS Code, Visual Studio, IntelliJ, Jupyter, Arduino IDE

EXPERIENCE

Site Reliability Engineer Co-op

Jan. 2021 – April 2021

Oxford Properties Group

Toronto, ON

- Developed scalable and well-tested automation code using Python and Powershell and deployed on Azure DevOps.
- Automated employee off-boarding using a script to improve process efficiency by up to 200%.
- Renovated security across DevOps code base of over 8000 lines by implementing Azure Key Vault authentication.
- Managed projects of 10 other developers following Agile principles, using Jira to organize work.

Software Developer

Sep. 2020 – Present

UBC Thunderbots Design Team

Vancouver, BC

- Developed soccer-playing AI in C++ on Linux OS while collaborating with over 15 developers.
- Built unit testing frameworks using GTest for firmware primitives to increase code coverage by 35%.
- Implemented a view reset button for robot simulator, improving debugging efficiency by 25% for software team.
- Revamped playing tactics to follow competition rules, making robots drive slowly when referee stops game.

PROJECTS

NwHacks 2022 - Educatr | *React, Spring Boot, Node.js, MongoDB, Auth0*

Jan 2022

- Developed full-stack web application allowing users to create, view, and study interactive lessons.
- Spearheaded front-end design with React and created over 10 components, including a multiple-choice quiz editor.
- Developed RESTful APIs to serve the React front-end, and which interact with a MongoDB database.
- Implemented Auth0 API to authenticate users, which allows for a personalized UI.

Sample-Retrieving Robot | *C++, STM32 BluePill, VS Code, PlatformIO*

May 2021 - Aug 2021

- Designed and fabricated 3 autonomous robots including writing software, designing and soldering controller boards, and manufacturing mechanical parts.
- Developed a Finite State Machine software architecture, allowing robot to drive, operate arm, and drop-off cans.
- Implemented and tuned a PID driving algorithm to read from 2 sensors and make robot follow a tape path.
- Placed 3rd place in final competition out of 16 teams based on robot performance.

Discord Bot | *JavaScript, Node.js, VS Code*

Dec 2020

- Developed a Discord bot using JavaScript on VSCode to interact with the Discord API and moderate 2 servers.
- Incorporated over 5 functionalities such as displaying menus, math calculations, and custom replies.
- Analyzed documentation of discord.js library to debug and ensure the implementation is correct.

Virtual World Simulation | *Java, JUnit, IntelliJ*

Sep 2020 - Aug. 2020

- Built Java program that supports a virtual world in which 10+ entities interact with one another on a 2D field.
- Developed artificial intelligence for fox and rabbit entity to maximize survival rate in simulation, scoring in the top 25% of the competition.
- Wrote unit testing frameworks using JUnit for over 8000+ lines of code and used a GUI to visualize the world.

INTERESTS

Robotics • Travelling • Badminton • Hiking • Musical Instruments