

# Tian Brown

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## ○ EDUCATION

**Stony Brook University** – *Stony Brook, NY*

**August 2017 – May 2021**

*Bachelor of Science w/ Honors, Computer Science & Digital Arts*

GPA: 3.6/4.0

Relevant Courses:

- Intro to Visualization, Computer Graphics, Software Engineering, Digital Arts: Print, Analysis of Algorithms: Honors

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## ○ SKILLS

*Programming Languages* – JavaScript, TypeScript, HTML, CSS, Python, some Java and C

*APIs/Libraries* – React, Node.js, Firebase, pyqtgraph, PyGame, some OpenGL

*Digital Media* – Adobe Photoshop/Premiere Pro/Illustrator/InDesign, Unity3D, Unreal Engine, some Blender

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## ○ WORK EXPERIENCE

**Front-End Design/Software Development Intern**

**May 2019 – August 2020**

*Spheryx, Inc., New York, NY (part of the REU program)*

- Spent the summer developing code to control a robotic arm to dispense samples of fluids into the company's existing sample analysis technology.
- Created a user-friendly interface for this additional functionality.
- Implemented intuitive UI capabilities for viewing holographic images, into the existing software.

**Student IT Staff, Part-Time**

**November 2018 – May 2019**

*SBU International Academic Programs, Stony Brook, NY*

- Worked in a part-time IT position, doing website and hardware maintenance, as well as graphic design and public branding work.

**Video Editor/Media Consultant**

**2019 – 2021**

*Legacy Sound, New Rochelle, NY*

- Freelance video editing and general media consultation work on a variety of audio-video projects.
- Assistance in audio recording and stage setup

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## ○ PROJECTS

**NYS Census Data Dashboard** – *Honors Senior Project, Javascript & D3*

**August 2020 – May 2021**

- Currently developing an interactive, user-friendly dashboard in which users can compare numerous statistics such as population, racial demographics, and income, for every county in New York State over several decades.
- Main sources of data include NYS census data and geographic coordinates.

**Waveback** – *Class Project, MERN Stack & Spotify API*

**August – December 2020**

- Worked on a semester-long software development project to create a music player web application, with secure user creation and playlist editing/sharing capabilities.

**Rhythm-Based Music Game** – *Personal Project, PyGame & Godot*

**March – May 2020**

- Created a rhythm game where notes would be read from a text file, and players would use the keyboard to hit the notes in time. Initially was created in PyGame, then recreated in Godot for higher performance.

**ButtonMashers** – *Hackathon Project, PyGame*

**September 2019**

- Developed a two-player fighting game in which players would have to hit a series of random keys on the keyboard in order to deal damage to the other player and win the game.

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## ○ ACTIVITIES & HONORS

Study Abroad in New Zealand (1 Semester)

**February – July 2020**

*2021 Sunwood Student Art Competition* – Winner

**March 2021**

*Stony Brook University Tabletop Club* – President

**August 2018 – May 2021**

*Stony Brook Computer Science Honors Program* – Member

**August 2017 – May 2021**