

Tian Brown

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<https://github.com/TLeonBrown>

• **EDUCATION**

Stony Brook University – *Stony Brook, NY*

Graduation Date: May 2021

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

Current GPA: 3.59/4.0

→ *Relevant Courses*

→ Intro to Visualization, Computer Graphics, Technical Communications, Systems Fundamentals I & II, Digital Arts: Print, The Computer and the Arts

• **SKILLS**

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

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

Digital Media – Adobe Creative Cloud Suite, Unity3D, Unreal Engine, some Blender

• **WORK EXPERIENCE**

Front-End Design/Software Development Intern

Summer 2019, Winter 2020, Summer 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 features for viewing holographic images into the existing software.

Student IT Part-Time Position

November 2018 – May 2019

International Academic Programs, Stony Brook, NY

- Worked in a part-time IT position, doing website and hardware maintenance, as well as assisting students looking to study abroad.

• **PROJECTS**

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

Fall 2020 & Spring 2021

- Currently developing an interactive 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.

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

Spring 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*

Fall 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.

• **ACTIVITIES & HONORS**

Stony Brook University Tabletop Club – President

Fall 2018 – Present

Stony Brook Computer Science Honors Program – Member

Fall 2017 – Present

Stony Brook University Scholars Program – Member

Fall 2017 – Present