Tian Brown

tianbrown@gmail.com   tleonbrown.github.io

⭘ EDUCATION

Stony Brook University – *Stony Brook, NY*   **August 2017 - May 2021**
Bachelor of Science w/ Honors, Computer Science & Digital Arts
Relevant Courses:
➔ Intro to Visualization, Computer Graphics, Software Engineering, Digital Arts: Print, Analysis of Algorithms: Honors

⭘ SKILLS

Programming Languages - JavaScript, HTML, CSS, Python, TypeScript, Java, C
APIs/Libraries - React, D3, Node.js, Firebase, pyqtgraph, PyGame, OpenGL
Digital Media - Adobe Photoshop/Premiere Pro/Illustrator/InDesign, Unity3D, Unreal Engine, Blender

⭘ WORK EXPERIENCE

Front-End Design/Software Development Intern   **May 2019 - August 2020**
Spheryx, Inc., New York, NY (part of the REU program)
➔ Developed a system to control robotic arms that dispense samples of fluids into xSight, the company's existing sample analysis technology.
➔ Implemented additional features into the xSight user interface.

Student IT Staff, Part-Time   **November 2018 - May 2019**
Stony Brook University 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
➔ Did freelance video editing and general media consultation work on a variety of audio-video projects.
➔ Performed general assistance in audio recording and stage setup.

⭘ ACTIVITIES & HONORS

2021 Stony Brook Game Programming Competition - Winner   **May 2021**
2021 Stony Brook Sunwood Student Art Competition - Winner   **March 2021**
Study Abroad in New Zealand (1 Semester)   **February - July 2020**
Neighbors for Refugees - Volunteer (Graphic & Website Design)   **March 2021 - Present**
Stony Brook University Tabletop Club - President   **August 2018 - May 2021**
Stony Brook Computer Science Honors Program - Member   **August 2017 - May 2021**

⭘ PROJECTS

NYS Census Data Dashboard – *Senior Honors Project, JavaScript & D3*   **August 2020 - May 2021**
➔ Designed and programmed an interactive, user-friendly data dashboard in which users can compare numerous statistics such as population, racial demographics, and income, for every county in New York State over the past several decades.

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.

Twin - *Class Project, TypeScript*   **March - May 2021**
➔ Created a puzzle platformer game inspired by classic flash games such as FireBoy & LavaGirl.
➔ *Winner of the 2021 Stony Brook Game Programming Competition.*

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.