

Brian Chu

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EXPERIENCE

MakeGamesWithUs

August 2012 – April 2013

Software Engineer

Palo Alto, CA

- Developed two iOS App Store games for Y Combinator-backed startup using cocos2d engine:
 - 1) a social game, *Ghost: A Battle of Letters*, demonstrating startup's multiplayer SDK.
 - 2) *Rad Brad*, a physics puzzle game.
- Gained a publishing client, wrote iOS tutorials and templates, Django site fixes.

MakeGamesWithUs

June 2012 – August 2012

Intern

- Designed and developed my own iOS App Store infinite runner game, *Devils in Heaven*; retained all intellectual property over game (Objective-C, cocos2d, Box2D physics).

EDUCATION

University of California, Berkeley

2013 - 2017

- 4.0 GPA, Computer Science major.
- Officer at Hackers@Berkeley
- Select coursework:
 - Data Structures (CS61B), Discrete Math (CS70), iOS, Bash/Unix
 - Linear Algebra, Circuits
- Took year off before college (see Experience)

Berkeley, CA

SKILLS

- Fluent: Python, JavaScript, jQuery, Git.
- Proficient: Objective-C, iOS, cocos2d, Angular.js, HTML/CSS.
- Familiar: CoffeeScript, Backbone.js, Node.js, HTML5 APIs such as WebRTC.
- Exposure: MongoDB, SQL, Django, Ruby and Rails.

PROJECTS

StandHub

standub.com

- Angular.js and Firebase web app for AngelHack that connects people giving and needing help.

FeedYourNet

feedyournet.meteor.com

- Meteor web app for Startup Weekend. Aggregate and schedule reminders for Facebook/LinkedIn contacts.

Predictive

pred.uctive.com

- Angular.js web front-end app that tells you what to work on by splitting up tasks.

Nodetron

nodetron.com

- Work in progress open-source JavaScript library for developing decentralized web apps using WebRTC, along with Web Workers, Node.js, and MongoDB.

➤ See more at brianchu.com/projects