

Brian Chu

brianchu.com | github.com/bchu
bc@brianchu.com | (650) 283-6498

EDUCATION

University of California, Berkeley

2013 - present

Berkeley, CA

- 4.0 GPA, intended CS major.
- Took a gap year before college.
- Select coursework:
 - CS 61B (Data Structures), 70 (Discrete Math), 98 (iOS), 9E (Bash/Unix)
 - Math 54 (Linear Algebra), EE 40 (Circuits).

EXPERIENCE

MakeGamesWithUs

August 2012 – April 2013

Lead Developer

Palo Alto, CA

- Developed two iOS App Store games for YC-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.
- Developed game templates and fixes for Python/Django website backend.
- Gained a publishing client, wrote cocos2d tutorials for site.

MakeGamesWithUs

June 2012 – August 2012

Intern

- Designed and developed an iOS App Store infinite runner game, *Devils in Heaven*; retained intellectual property over game.
- Developed using Objective-C, cocos2d, Box2D physics.

SKILLS

- Fluent: Python, JavaScript, jQuery, Angular.js, Git.
- Proficient: Objective-C, iOS, cocos2d, 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