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# Brian Chu

[brianchu.com](http://brianchu.com)  
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## EXPERIENCE

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### Keychain Logistics

June 2014 – August 2014

Software Engineer

San Francisco, CA

- Started project to rewrite iOS app natively for Y Combinator-backed startup.
- Used maps, location, animation, asynchronous APIs.

### MakeGamesWithUs

June 2012 – April 2013

Software Engineer

Palo Alto, CA

- Developed two iOS App Store games for a YC startup using the cocos2d gaming 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, made a few fixes to Django app.
- Interned from June 2012 – August 2012

## EDUCATION

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### University of California, Berkeley

Expected graduation: May 2017

- Computer Science major
- 4.0 GPA
- Select coursework:
  - Current: Machine Structures, (CS 61C), Artificial Intelligence, Algorithms/CS Theory.
  - Past: Data Structures, Discrete Math, Linear Algebra, Bash/Unix, Circuits.
- Officer at Hackers@Berkeley (teach workshops, handle sponsorships)
- Took a gap year (see Experience)

## SKILLS

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

## PROJECTS

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### Devils in Heaven

[brianchu.com/devils-in-heaven](http://brianchu.com/devils-in-heaven)

- Physics obstacle game released on the iOS App Store (Objective-C, cocos2d, Box2D physics).

### i3D

[github.com/bchu/i3d-ios](https://github.com/bchu/i3d-ios)

- 3D browser visualization of iPhone, built at Greylock Hackfest (three.js, Node.js).

### StandHub

[standub.com](http://standub.com)

- Web app that connects people giving and needing help (Angular.js, Firebase)

### FeedYourNet

[feedyournet.meteor.com](http://feedyournet.meteor.com)

- Web app for scheduling reminders for Facebook/LinkedIn contacts (Meteor).

➤ See more at [brianchu.com/projects](http://brianchu.com/projects)