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SF Bay Area

Brian Chu

brianchu.com
github.com/bchu
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EXPERIENCE

Twitter   June 2015 – August 2015
Software Engineering Intern   San Francisco, CA
  • Future Twitter intern on the Ads team.

Keychain Logistics   June 2014 – August 2014
Software Engineer   San Francisco, CA
  • Started project to natively rewrite main iOS app for a Y Combinator-backed startup.
  • Integrated 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) *Ghost: A Battle of Letters*, a social game demoing our SDK, 2) *Rad Brad*, a physics puzzler.
  • Interned June – August 2012

EDUCATION

University of California, Berkeley   Expected graduation: May 2017
  • *Computer Science*, *4.0/4.0 GPA*.   Berkeley, CA
  • Select coursework:
       o Current: Databases, Machine Learning, Operating Systems.
       o Past: Machine Structures, AI, Algorithms/CS Theory, Data Structures, Bash/Unix, Discrete
          Math, Linear Algebra, Circuits.
  • Officer at Hackers@Berkeley
       o Teach workshops on practical software topics (JavaScript, web dev, etc.).

SKILLS

  • Fluent: Objective-C, iOS, JavaScript, Python, Git.
  • Proficient: C, Scala, SQL, MATLAB, jQuery, HTML/CSS.
  • Familiar: Java, Node.js.
  • Rusty: Angular.js, Backbone.js, Django, Ruby on Rails.

PROJECTS

Devils in Heaven   brianchu.com/devils-in-heaven
  • Physics side-scroller on iOS App Store. Features ragdolls, projectiles (Objective-C, cocos2d).

i3D   github.com/bchu/i3d-ios
  • 3D browser visualization of iPhone orientation, built at Greylock Hackfest (three.js, Node.js).

StandHub   standub.com
  • Web app that connects people giving and needing help (Angular.js, Firebase).

FeedYourNet   feedyournet.meteor.com
  • Web app for scheduling reminders for Facebook and LinkedIn contacts (Meteor).

  ➢ See more at **brianchu.com/projects**