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SF Bay Area

Brian Chu

brianchu.com
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EDUCATION

University of California, Berkeley Class of 2017

- *Bachelor of Computer Science, 4.0/4.0 GPA*
- Current courses: Deep Reinforcement Learning, Parallel Software, Probability & Random Processes.
- Completed courses: Machine Learning, AI, OS, Algorithms, Data Structures, Databases, Discrete Math, Linear Algebra, Bash/Unix, Circuits, and more.
- Officer at Hackers@Berkeley, teaching workshops on practical software topics (web dev, etc.)

Undergraduate Student Instructor (**Machine Learning**) Fall 2015

- Lead discussion sections, hold office hours, develop assignments for CS 189.

EXPERIENCE

Twitter June 2015 – August 2015
Software Engineering Intern San Francisco

- Contributed to several Scala services on Ads Analytics Infrastructure team.
- Developed parser to de/serialize Thrift queries in a readable format, reducing time spent debugging/exploring queries. Tool used by multiple teams relying on this infrastructure.
- Wrote Scalding jobs to compute statistics on historical queries.
- Tuned performance of real-time Heron job (our internal successor to Storm).

Keychain Logistics June 2014 – August 2014
Software Engineer San Francisco

- Developed a native iOS app for a Y Combinator startup, based on their webview mobile app.
- Used maps, location, animation, asynchronous APIs.

MakeGamesWithUs (now known as MakeSchool) June 2012 – April 2013
Software Engineer Palo Alto

- Developed two iOS games published to the App Store for a YC startup, using cocos2d engine.

SKILLS

- Fluent: Python, C, Objective-C, iOS, JavaScript, Git.
- Proficient: Scala, Java, SQL, MATLAB, jQuery, HTML/CSS.
- Dabbled: MIPS, Ruby, Node.js.

PROJECTS

Neural Net

- 2 layer neural net from scratch for ML class. Used ReLU, softmax, momentum, mini-batches, max-norm constraints. Used elastic deformations to get 1.02% MNIST error.

Devils in Heaven brianchu.com/devils-in-heaven

- iOS App Store physics game. 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).

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