

Brian Chu

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EDUCATION

University of California, Berkeley

2013 - 2017 (expected)

Berkeley, CA

- First-year, intended CS major. Took a gap year before college.
- 4.0 GPA
- Select coursework:
 - Math 54 (Linear Algebra)
 - CS 61A, CS 9E (Bash/Unix), and CS 98 (iOS)

EXPERIENCE

MakeGamesWithUs

August 2012 – April 2013

Lead Developer

Palo Alto, CA

- Developed two published iOS games for YC-backed startup using cocos2d engine:
 - 1) a social game, *Ghost: A Battle of Letters*, demonstrating company'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 infinite runner iOS game, *Devils in Heaven*, published on App Store; retained intellectual property over game.
- Developed using Objective-C, cocos2d, Box2D physics.

SKILLS

- Fluent: JavaScript, Python, jQuery, Angular.js, Git.
- Proficient: Objective-C, iOS, cocos2d, TDD.
- Familiar: CoffeeScript, Backbone.js, Node.js, Express.js, Meteor, HTML5 APIs such as WebRTC, IndexedDB, Web Workers.
- Exposure: MongoDB, SQL, Django, Ruby and Rails.

PROJECTS

StandHub

standub.com

- Angular.js and Firebase project built at AngelHack. Tag-based app connecting people needing help with experts.

FeedYourNet

feedyournet.meteor.com

- Meteor project built at Startup Weekend. Aggregate and schedule reminders for Facebook/LinkedIn contacts.

Predictive

pred.uctive.com

- Angular.js task/goal application that tells you what to work on by splitting tasks into chunks.

Netetron

netetron.com

- Ongoing 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