

Brian Chu

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SKILLS

- Mastery of JavaScript, fluency with its front-end and back-end ecosystems: jQuery, Backbone, AngularJS, node.js, Express, Meteor.
- Fluent with git and TDD using Jasmine/Mocha.
- Working experience with SQL, CoffeeScript, MongoDB and HTML5 APIs such as WebRTC, IndexedDB, and Web Workers.
- Familiar with Ruby and Rails, basic knowledge of Python and Django.
- Working proficiency in Objective-C and iOS gaming development in cocos2d.

EXPERIENCE

MakeGamesWithUs Aug 2012 – Apr 2013
Lead Developer Palo Alto, CA

- Developed a game using the cocos2d game engine, built game templates, and built a social game (Ghost: A Battle of Letters) that showcased our back-end multiplayer SDK.
- Set up local deployment and minor fixes for Python/Django website backend.
- Involved at all levels: wrote copy, contributed ideas for marketing, gained publishing clients.

MakeGamesWithUs Summer 2012
Intern

- Designed and developed an iOS game titled “Devils in Heaven” – an infinite obstacle course game – using Objective-C, the cocos2d game engine, and Box2D physics.

SELECT PROJECTS

Nodetron nodetron.com
• Open-source P2P JavaScript library for developing decentralized web applications using node.js, Express, MonogDB, WebRTC, and Web Workers.

Predictive pred.uctive.com
• AngularJS task/goal application that tells you what to work on, splitting tasks into chunks.

StandHub standub.com
• AngelHack project built with AngularJS and Firebase. Tag-based app connecting people needing help with experts.

FeedYourNet feedyournet.meteor.com
• Startup Weekend project built with Meteor. Aggregate and schedule reminders for FB/LinkedIn contacts.

EDUCATION

Hack Reactor April – July 2013
• 3-month immersion program in full-stack JavaScript web development. San Francisco, CA

UC Berkeley Aug 2012
• Withdrew from university at beginning of term. Berkeley, CA
• SAT: 2360/2400