▣ bchu.dev
◯ github.com/bchu007
in linkedin.com/in/bchudev

Brian Chu

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Applications

Minecraft Munch *App* *Code*
Minecraft themed tile-matching puzzle game developed for mobile and desktop browsers.

- Designed and implemented a mobile responsive UI using HTML5 and CSS3.
- Coded game logic in JavaScript and jQuery to dynamically generate and randomize game board for replayability.

Boxsku *App* *Code*
Locally sourced food distribution and meal sharing service with built in nutrition filtering.

- Designed and implemented web layout using React
- Implemented client-side shopping cart keeping track of user orders
- Created database and RESTful API to keep track of food costs, inventory, product images, and description.
- Bundling both the client and server using webpack.
- Use PHP to connect to database

Frogriders Online *App* *Code*
Online version of classic board game Frogridders

- Created two player board game UI using HTML and CSS
- Implemented frog movement logic in JavaScript and jQuery
- Made fully responsive to phones, tablets, and monitors

Technical Skills

- JavaScript
- React
- jQuery
- PHP
- Node.js
- Apache2
- Immutable.js
- SQL
- C++
- C
- HTML5
- CSS3
- Bootstrap 4
- NPM
- Python
- Matplotlib
- NumPy
- Bash
- Webpack

Tools

- PostgreSQL/MySQL
- AWS Redshift/S3/EC2
- Boto3/AWS CLI
- Excel
- GitHub
- Tableau
- Adobe Analytics

Professional Experience

Software Developer | 2019 – Current | MR Global
Fintech Startup researching and developing trading strategies on crypto exchanges

- Automate and test trading strategies on Binance, Coinbase, Bitfinex, and other exchanges using JavaScript and Python.

Business Intelligence Assistant | 2018 – 2019 | MotorTrend Group
Automotive Digital, Magazine, and Production Company

- Develop custom reporting tools using Adobe Clickstream Data, AWS Redshift, SQL, and Tableau for sales.
- Using Adobe Analytics to find insights about user behavior.

Education

LearningFuze
Accelerated Web Development Program
- Full Stack Web Development
- Over 800 hours of programming
- Programming 65-70 hours per week

University of California, Riverside
Bachelor of Science in Computer Science
- Computer Graphics
- Machine Learning
- Embedded Systems