Brian Liew

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Professional Experience

Code Coach   *Aug. 2018 - Current*
Codecademy, Advisors | Slack Moderators
- Moderated cohorts, between 20 - 200+ students, of Codecademy's Pro Intensive courses to drive learner engagement, peer-to-peer communication, and foster a sense of community
- Provided on-demand instruction to programming learners via live chat sessions to assist students with defining goals, reviewing coding topics, accessing additional resources, and debugging code

Client Systems Engineer   *Sept. 2015 - July 2017*
Epic Systems, Technical Services – Hyperspace & Desktop | Epic Hosting
- Collaborated with various Healthcare organizations teams nationwide to implement best practices in order to ensure the successful deployment and maintenance of the Epic EMR client infrastructure.
- Assisted IT community members in troubleshooting and performing root cause analysis with issues regarding the Epic EMR client application, Windows Server OS, or third-party integration to improve system stability
- Wrote Windows PowerShell scripts in order to provision onsite XenApp server farms, improving build initial build times for new clients joining Epic's Hosting service
- Improved internal PowerShell scripts and QA processes to retrieve and analyze client infrastructure, enhancing our ability to recommend better system practices

Projects

Aperture (Ruby on Rails, PostgreSQL, React, Redux)   Live | Github
A full stack, single-page application inspired by 500px, a photography community app
- Applied Masonry.js to create reactive grid layouts in order to optimize image space occupation for improved viewing
- Utilized React's virtual DOM with a Redux store to perform photo CRUD operations using RESTful API calls
- Stored photos on AWS S3 via Paperclip and AWS-SDK gems to retain references in a PostgreSQL database instance

Square Boi (HTML5 Canvas, JavaScript, Firebase, Webpack)   Live | Github
A browser-based 2D platformer with wall-climbing physics built with Javascript
- Applied HTML5 Canvas and JavaScript in order to render levels and player model for end user interaction
- Implemented collision detection allowing players to climb surfaces and jump between platform sides to collect coins
- Utilized Firebase to sync scores to a cloud database in order for end users to compare their clear times with others

Karma (React, Redux, Socket.IO, Semantic UI React)   Github
An acts-of-kindness social network application (Social Good Hackathon 2018)
- Implemented Socket.IO for real time newsfeed updates to allow users to keep track of each other's good deeds
- Utilized Semantic UI React framework to standardize design across participants for an intuitive end user experience

Certifications and Skills

CCA	*Citrix XenApp 6.5 Certified Administrator*	*CCA 1Y0-A20*
MCP	*Microsoft Certified Professional*	*Exam 70-410*
ECSA	*Epic Client Systems Administration 2015*	*ECSA 2015*

JavaScript | React | Redux | Ruby | Rails | REST | PostgreSQL | Google Firebase | HTML5 | CSS3 | Git | PowerShell | Microsoft Server | Citrix XenApp | Citrix XenServer

Education

App Academy, 2018
1000+ hour full-stack web development course with a <3% acceptance rate
Stony Brook University, 2015
BS, Information Systems: Specialization in System and Network Administration