Looi Shen Wei Brendan

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I am a recent graduate in Applied Mathematics achieved at Colorado State University. I have a passion for mathematics and programming, specifically where mathematical concepts are used to improve and optimize a progressively digital world.

Education

Colorado State University

Fort Collins, CO

Bachelor of Science in Mathematics, Concentration in Applied Mathematics – Computer Science

Graduated May 2021

- Relevant Mathematics Coursework: Fourier and Wavelet Analysis, Numerical Analysis, Abstract Algebra,
 Ordinary/Partial Differential Equations, Advanced Calculus of One Variable, Projects in Applied Mathematics
- Relevant Computer Science Coursework: Software Development, Information and Coding Theory,
 Post-Quantum Cryptography, Mathematics of Information Security, Data Structures, Discrete Structures

Technical Skills

- O Programming Languages, Frameworks & Tools:
 - Languages: Bash, C, C#, C++, mySQL, Matlab, Maple, Java, JavaScript, Python, Languages, Haskell, Ada 95, R, PHP
 - Frameworks & Tools: Android API, Sagemath, Jupyter, Git, WSL2, Powershell, EC & DLP cryptosystems
- Mathematical Skills:
 - Able to recognize shifting priorities within theoretical problems and their applications
 - Advanced ability to utilize software to solve problems within the scope of mathematics
 - Quickly and efficiently apply different concepts within mathematics to real-world problems

Work Experience

Software Engineer

Kuala Lumpur, Malaysia

Stampede Solution – C# Volare Development Team

July 2021 - Present

- Improved and optimized Volare, the main FinTech product, to decrease workflow ineffeciencies for users
- Identified and mitigated multiple complex, critical flaws within the full product stack
- Worked in C# with mySQL, Vicidial, Ozeki, bash, PHP and several internal libraries

Projects & Research Experience

Clebsch Map Modeling of Cubic Surfaces

Colorado State University

Department of Mathematics – Dr. Anton Betten

Jan 2020 - May 2020

- Developed novel solutions for optimizations of non-trivial implicit surface modeling
- Probing surface representation spectra for real world applications including cryptography and tessalation
- Worked in Maple, MATLAB, Python, and C++

Visualization and Quantization of Implicit Surfaces

Colorado State University

Department of Mathematics - Dr. Anton Betten

Aug 2020 - Dec 2020

- Exploration of exotic mapping methodologies for physical data visualization and surface property characterization
- Optimized tools for topological analysis of compute heavy implicit surfaces
- Applied ideas from Coding Theory, Differential Geometry and Group Theory

Comparing Fast Fourier Transform Algorithms for Beamforming

Colorado State University

Department of Mathematics

Feb 2021 - April 2021

- Researching the most efficient FFT Algorithms in real world applications of beamforming as used in 5G and WiFi 6.
- Working with peers in electrical engineering to apply objectives directly to hardware