# Brian Chan

(626) 354-1483 | brianchan25@ucla.edu | Los Angeles, CA

brianc725.github.io
Github://brianc725
LinkedIn://brian-chan-ucla

## EDUCATION

**University of California, Los Angeles**
September 2016 – June 2020 (expected)
B.S. in Computer Science and
Engineering | GPA: 3.424

## SKILLS

**Proficient:**
C++ • Java (and Processing) • HTML •
CSS • Bootstrap • Microsoft Office
Suite • Adobe Photoshop, Illustrator,
Premiere
**Intermediate:**
Git • JavaScript • C

## RELEVANT COURSEWORK

**Completed:**
Data Structures and Algorithms (CS 32)
Computer Organization (CS 33)
Software Construction Lab (CS 35L)
Discrete Math (Math 61)
Intro to Electrical Engineering (EE 3)
**Current:**
Operating Systems Principles (CS 111)
Logic Design of Digital Systems (CS M51A)
Computer Networks: Physical Layer (CS M117)

## ACTIVITIES

**UCLA MentorSEAS**, Mentor,
2017 - Present
**ACM**, Member, 2016 - Present
**IEEE**, Member, 2016 - Present
**National Honor Society**, Publisher,
2013 – 2014, 2015 - 2016

## AWARDS

Dean's Honors List (UCLA) – Fall 2017

## EXPERIENCE

**UCLA DevX**                                  Jr. Developer
*September 2017 – Present*
- Worked on the frontend of the project "BruinSpeak" where users are able to submit petitions they would like others to see and sign.
- Specifically, developed the bubble chart found on the "Browse" page using JavaScript, mostly d3.

**iD Tech Camps at Caltech**                    Instructor
*June 2017 – August 2017*                       Pasadena, CA
- Taught students coding in Java with Processing, C++, and Web Development with a focus in JavaScript fundamentals.
- Mentored students with future career goals and shared knowledge of the tech industry.

**Engineering Society at UCLA**                  Secretary
*September 2016 – Present*
- Create weekly newsletters informing subscribers of different engineering clubs' events and job opportunities.
- Assist with the coordination of events such as tech talks with companies and info sessions for students in engineering.

## PROJECTS

**BruinNav (2017)**
A turn by turn navigation system coded in C++ with a Map data type created from scratch and an implementation of the A* algorithm.
**Bugs! (2017)**
Using C++, I implemented polymorphism and inheritance to create various insects and animals that can be used to compete against each other for resources to survive.
**Personal Website (2017)**
Website built with HTML, CSS, and Bootstrap to showcase my growing portfolio.

## VOLUNTEER WORK

**Cathedral Learning Enrichment**                Chairman
*August 2013 – June 2016*
- Tutored fellow students during lunch and after school in all-around subjects such as Math, Science, English, Spanish, and History.
- Recruited and delegated tutors to assist in the tutoring of students.