Brian Chan

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EDUCATION

University of California, Los Angeles
September 2016 – June 2020 (expected)
B.S. in Computer Science and Engineering | GPA: 3.5

SKILLS

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

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)
Operating Systems Principles (CS 111)
Logic Design of Digital Systems (CS M51A)
Computer Networks: Physical Layer (CS M117)
Algorithms and Complexity (CS 180)

Current:
Computer Graphics (CS 174A)
Computer Network Fundamentals (CS 118)
Computer Systems Architecture (CS M151B)

AWARDS

Dean's Honors List (UCLA) – Fall 2017, Spring 2018
IDEA Hacks Finalist – Winter 2018

EXPERIENCE

Symantec Software Engineering Intern
June 2018 – September 2018 Culver City, CA

- Utilized the Elastic Stack to automate the exporting of a database with SQL from a .NET web app for visual trends and data analysis for corporate wide usage.
- Developed Python scripts for automated testing and verifications of properties.

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.

PROJECTS

Bruinstrooms (2018) – Lead Backend Developer
An Android app developed in Java and utilized Firebase to allow users to rate and review restrooms within the UCLA campus. Developed for CS M117 with a group.

PicIt! (2018)
An Android app developed in a group for LA Hacks in Java and utilized Firebase and Foursquare API, allowing users to create sessions where users could vote on the type of food they would like to eat and view restaurant recommendations near them.

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.