

BRIAN TIEU

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EDUCATION

Princeton University May 2023
Bachelor of Science in Engineering in Computer Science with High Honors 3.91 GPA

- **Awards:** Shapiro Prize for Academic Excellence (2021), Computer Science Service Award (2023)
- **Coursework:** Web Applications, Computer Graphics, Distributed Systems, Programming Systems, Web3 & Blockchain, AR/VR, Computational Economics, Data Structures & Algorithms, Logic Design, Discrete Math, Information Security

WORK EXPERIENCE

Google May 2022 – Aug 2022
Software Engineer Intern Sunnyvale, CA

- Developed Java service to collect, store, and display daily metrics and trends across Google's global fleet of production data centers
- Leveraged asynchronous and concurrent programming to build pipelines handling rapid collection of enormous quantities of data

Microsoft May 2021 – Aug 2021
Software Engineer Intern Redmond, WA

- Developed four Microsoft Teams meeting extensions in React to enable live video streaming from Teams to four third-party platforms
- Used third-party REST APIs to securely authenticate into platforms, start and stop streaming, and access streaming links
- Implemented robust user experience by designing high-fidelity user flows in Figma and applying software localization for accessibility

Nautilus Software Technologies Dec 2020 – Jan 2021
Software Engineer Intern Hong Kong

- Developed an [AI chatbot script](#) using JavaScript to teach logic design fundamentals to advanced high school students

Princeton University Computer Science Department Sep 2020 – May 2022
COS226 (Algorithms & Data Structures) & COS126 (Intro to CS) Teaching Assistant Princeton, NJ

- Prepared and hosted weekly hour-long small-group discussions with 30 student attendees
- Assisted students in debugging Java programming assignments during dedicated one-on-one office hours, for 4 hours weekly

PROJECTS

Augmented Reality Live Captioning Dec 2022

- Transformed Google Glass into a real-time transcription and translation tool by leveraging Web Speech and Google Translate APIs
- Integrated Glass's hardware gestures into an Android application. Created separate Flask web application to capture and translate speech

[Lawnmower Lunacy](#) Dec 2022

- Led team of four in developing an interactive browser game in Three.js: Mow as much lawn as possible in 60 seconds!
- Implemented random generation of terrain and obstacles, custom object collisions, and settings for detail control and difficulty

[Princeton Laboratory Energy Monitor](#) Dec 2021

- Led team of five in developing a Flask web application enabling university researchers to monitor laboratory energy consumption
- Developed features to display and print weekly reports, convert kilowatt values to US dollar equivalent, and toggle stateful dark mode

[Princeton University 2021 Commencement Issue](#) (1st place web project, NJPF College Newspaper Contest) May 2021

- Developed a web project compiling 97 news articles reflecting on the Class of 2021's four years of university life
- Designed paginated media gallery, sticky sidebar, and interactive, automatically scrolling Class of 2021 graduate names list

OTHER EXPERIENCE

[The Daily Princetonian](#) — Head Web Development Editor & Senior Web Developer Sep 2020 – Jan 2023

- Managed and developed dynamic news [web projects](#) using HTML, CSS, React, and JavaScript, with over 4000 monthly visitors
- Supervised production of 40 web projects during two-year tenure as Editor, and trained and oversaw 25 staffers in web development

bearhumbs — Small Business Founder & Sole Proprietor Aug 2020 – present

- [Crowdfunded over \\$4500](#) to manufacture and ship original enamel pins, keychains, and stickers, designed in Illustrator and Figma
- Manage personal [Etsy shop](#) with \$750 revenue from over 70 sales, while maintaining perfect streak of 100% 5-star reviews

SKILLS

Proficient in **Java**, **Python** (NumPy, Flask), **JavaScript** (React, JQuery, TypeScript), **HTML**, and **CSS**
Experience with **Golang**, **SQL**, and **C**