Brian Wang

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Education

Georgia Institute of Technology, Atlanta, GA (2014 - Present)

- B.S. in Computer Science (expected 2018)
- 3.78 GPA

Languages and Technologies

Languages: Objective-C, Java, Ruby, PHP, Swift

Technologies: LAMP (Linux, Apache2, MySQL, PHP), Sinatra, SpriteBuilder, Cocos2D, XCode, Google Maps, Firebase, Parse

Technical Experience

Software Engineering Intern (BitPay Inc.) (June 2015 - August 2015)

- Managed more than 10 of BitPay's e-commerce plugins and their respective QA LAMP servers, writing bug fixes, feature implementations, and releasing new updates of the plugins for php-cart and content management systems such as Magento, Virtuemart, WHMCS, WPMembership, etc. **Link to example repo: https://github.com/bitpay/wpmembership-plugin**
- Wrote a deployable Ruby-Sinatra application to handle IPNs from BitPay's server and log them onto a file where the user on the front-end can navigate through the IPNs, clear the log files, and resend IPNs if necessary, complete with written tests and configurable parameters. **Link to Github: https://github.com/brianwang9100/IPNLogger**

GT iOS Club Founder and President (August 2015 - Present)

- Founded the official Georgia Tech iOS Development club, designed to teach beginners game and app development using Swift.
- Developed a year-long curriculum to teach Swift and iOS Concepts such as Protocols, Extensions, Structures, MVC, Storyboard, etc. The curriculum also involves building clones of popular apps such as FlappyBird, 2048, and Instagram.
- Created an entire **FlappyBird Tutorial** complete with a Github tutorial, pictures, and explanations of Cocos2D Libraries and code, all written on GitHub markdown files and hosted on a Ruby on Rails site with a markdown parser gem.
- Manage a team of 5 and give weekly 2-hour-long lectures to more than 50 active members.
- **Link to GitHub Organization: https://www.github.com/iosgatech, Link to website and tutorials: iosgatech.xyz**

iOS Application: Scht (MHacks 2015) (January 2015)

- Developed an social networking application that allows users to track where they have pooped by adding a poop marker on the map. Each marker features a name, date, description, and a picture, stored on a fully functional Firebase and Parse + iOS backend.
- Allows users to not only view their own poop markers, but also others' markers in the area.
- Utilized Firebase API, Google Maps API, Facebook API, and Parse API.
- **Link to GitHub Page and Screenshots http://brianwang9100.github.io/Scht/**

iOS Game: Molecule Mash (MHacks 2014) (September 2014)

- **Lead Developer** for an iOS educational interactive game to teach organic chemistry.
- **Directed** the work-flow for the 4-person project, delegating assignments, keeping the team on track, and managing the GitHub.
- Coded in Objective-C using Cocos2D and Spritebuilder.
- Received an **honorable mention from Apple** for one of the best iOS apps at MHacks.
- Features tutorials, animations, and over 45 elements and polyatomic molecules to choose from and create.
- **Link to GitHub Page and Screenshots: http://brianwang9100.github.io/Molecule-Mash**

iOS Game: Rhythm Slap (HackGT 2014) (September 2014)

- Developed an iOS rhythm game where you slap a cartoon character to a beat by swiping the screen in catchy combinations.
- Designed an efficient and time accurate algorithm that minimizes rhythmic lag and allows for easy-to-integrate swiping combinations and gestures.
- Coded in Objective-C using Cocos2D and Spritebuilder, with an alternative project coded in Swift.
- Complete with a tutorial, unique 8-bit sprites, and a combo point system for more variety in gameplay and difficulty.
- **Link to GitHub Page and Screenshots: http://brianwang9100.github.io/Rhythm-Slap/**

Classes

CS 1331: Object Oriented Programming (Fall 2014)
CS 2050: Discrete Math (Spring 2015)
CS 1332: Data Structures and Algorithms (Spring 2015)
MATH 2605: Computational Linear Algebra (Spring 2015)