778-998-2722

#### **Profile**

- Cumulative Undergraduate GPA: 91.0%/3.89 (93.3%/4.00 over CS courses)
- Placed 19th in the Pacific NW Regional ACM International Collegiate Programming Contest 2013
- GitHub: github.com/briguychau
- Electronic portfolio: www.brianchau.ca

#### **Technical Skills**

Languages	Web	Software
C/C++	JavaScript	Eclipse
Java	PHP	Android Studio
Python	HTML+CSS	Git
Objective-C	Django	UNIX/Linux

#### **Work Experience**

#### **Software Development Engineer Intern, Microsoft Corporation**

May 2014 to present

• Worked as part of the graphics team on an API for the next release of Windows, dealing with shaders and shader reflection. Did the majority of all phases of my project: design, implementation, testing.

### Software Development Engineer Co-op, A Thinking Ape

Jan 2014 to Apr 2014

- Improved the use of Facebook as an advertising channel for our app, e.g. incentivizing users for sharing their results on Facebook and automatically giving rewards for Facebook referrals.
- Implemented various front-end and back-end services for a re-branding of our Android application, including in-app purchase notifications, to improve monetization and retention.

## **Undergraduate Teaching Assistant, UBC Computer Science**

Jan 2013 to Dec 2013

- CPSC 210: Software Construction: teaches object oriented programming in Java and introduction to software engineering through UML diagrams and version control systems, and is capped off with an Android project. (Jul to Aug 2013 and Sep to Dec 2013)
- CPSC 101: Connecting with Computer Science: an introduction to computing through HTML, JavaScript, and Scratch. (Jan to Apr 2013)

#### **Projects**

### File Encryption/Decryption System (C++, personal)

Nov 2013 to present

 Implemented a command-line tool which encrypts and decrypts files using own implementations of the Hash\_DRBG algorithm and SHA-2 hash functions, along with bit/byte rotation and other RNGs.

### S3/DXT Texture Converter (C++, personal)

May 2013 to August 2013

• Converts bitmap files to/from the S3/DXT3 texture format for use with Microsoft Flight Simulator, employing self-written algorithms, file I/O, and OpenMP multithreading.

### FoodHero (PHP, JavaScript, HTML, CSS, SQL, academic)

Fall 2013

• Created a restaurant-based social networking web app in a group. Implemented the ability to add/remove reviews and likes to a restaurant page, mapping functionality with the Google Maps API, registration system, and basic user interface.

## Education

## **University of British Columbia**

Sep 2011 to Dec 2015 expected

- Bachelor of Science, Major in Computer Science and Software Engineering
  - o Achieved an average of over 90% and ranked within the top 5% of all students in both 2011-12 and 2012-13 school years

# **Prince of Wales Mini School**

Sep 2006 to Jun 2011

- This is a secondary school program focused on academic enrichment and community building
  - Scored within top 5% in national mathematics competitions consistently, and qualified for the 2011 Canadian Mathematics Olympiad Qualification Repêchage