

Brian Siao Tick Chong

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Website: bsiaotickchong.github.io

Github: <https://github.com/bsiaotickchong>

Education

Boston University, Boston, MA

2014–present

Major: Computer Science (Senior in combined BA/MS program, Jan 2019 graduation)

GPA: 3.73 (Dean's List)

Computer Science course topics include:

Computer systems, probability in computing, data structures, algorithms, computability and complexity, combinatorial structures, multithreading/concurrency, software engineering, computational audio, data science, web security, computer networking, machine learning

Skills

Technical

Proficient:	Java, Python, SQL
Exposure to languages:	Javascript, PHP, C, CSS
Exposure to technologies:	Git, Node.js, Dropwizard, Jooq, Docker, CircleCI, Amazon Web Services (AWS) ElasticSearch, AWS Lambda, Android SDK

Work

Honest Buildings, New York, NY

May–August 2017

Full-stack web development intern

- Improved developer workflow by reducing app dependency on ElasticSearch for caching and creating Docker tasks to catch generated file discrepancies in continuous integration testing
 - Implemented back-end features (such as part of a site-wide localization feature)
 - Fixed dozens of customer-facing, front and back-end bugs
 - Moved cron jobs to AWS Lambda, prevented XSS injections, removed legacy code, wrote integration and unit tests.
- Stack: Python, PHP, Java, Javascript, MySQL, with testing frameworks including Dropwizard, Jooq, Docker.

Advanced Continuing Education Association (ACEA), Boston, MA

August–September 2016

Full-stack web development intern

- Added features to provide stats for the business side
- Wrote controller methods/routes and stored procedures as well as front-end features
- Assumed responsibility for automating emails to notify team members of customer interaction.

iD Tech Camps, Cambridge, MA (MIT location)

June 2015

Instructor for Java and FPS Game design

- Responsibilities included teaching, supervising, creating camp culture, customer service

MIT Media Lab, Cambridge, MA

July–August 2013

Fluid Interfaces Group Intern, Principal Investigator: Pattie Maes

- Designed and built Arduino projects including a step-counting, light-up belt appealing towards health and design

Projects

[GitHub Community Analysis](#)

Fall 2016

Created and analyzed bipartite graphs of user activity on GitHub, in an effort to observe the different communities (defined by a group of users committing to the same repositories) and find anomalous users.

[Blazr](#)

Fall 2016

Mini job application website using Flask, AngularJS, LinkedIn OAuth, and jobs pulled from the GitHub Jobs API.

[Rogue-like game](#)

Spring 2014

Developed a 2-D rogue-like game involving random room/enemy generation using object-oriented programming. Used Java with graphics library LWJGL. Independent high school project.