

**Brian Siao Tick Chong**  
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**Website:** [bsiaotickchong.github.io](https://bsiaotickchong.github.io), **Github:** <https://github.com/bsiaotickchong>

## **Education**

**Boston University**, Boston, MA (rising junior) 2014–present

Major: Computer Science

Cumulative Computer Science GPA (as of Spring 2016): 3.57

Computer Science course topics include:

Computer systems, probability in computing, data structures, algorithm analysis, dynamic programming, recursion, sorting, searching, combinatorial structures, multithreading/concurrency.

## **Skills**

### Technical

Working knowledge of Java, Python

Projects include: Connect Four AI, [Rogue-like game](#), [Android app](#)

Familiarity with Windows, Mac OS, Adobe Photoshop

Exposure to: C, Unix command line, Assembly, Node.js, Javascript, Jade, CSS, Android SDK, After Effects, 3DS Max, Sony Vegas, Arduino, Github

Proficiency with Microsoft Office

### Language

English (fluent), Japanese (fair), Mandarin (background), French (background)

## **Work**

**iD Tech Camps**, Cambridge, MA (MIT location)

Taught Java and FPS Game design to kids ranging from 9-17 years old Summer 2015

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

**MIT Media Lab**, Cambridge, MA

Internship with the Fluid Interfaces Group, mentored by Cassandra Xia Summer 2013

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

## **Activities**

### Hackathons

MakeBU 2015 (Contributed to Project JournE: <http://devpost.com/software/journe-fqgkb>)

HackMIT 2014 and 2015 (one of the first 50 to solve the [admissions puzzle](#))