

Brian Siao Tick Chong

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Website: bsiaotickchong.github.io

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

Education

Boston University, Boston, MA (senior)

2014–present

Major: Computer Science

GPA: 3.73 (Dean's List)

Computer Science course topics include:

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

Skills

Technical

Proficient: Java, Python, SQL

Exposure to languages: Javascript, PHP, C, CSS

Exposure to technologies: Git, Node.js, Dropwizard, Jooq, Docker, CircleCI, Elasticsearch, AWS Lambda, Android SDK, iBATIS

Languages: English (fluent), Japanese (fair)

Work

Honest Buildings, New York, NY

May–August 2017

Full-stack development intern

Used AWS Lambda to perform cron jobs, created Docker tasks to be run in CI, worked with Elasticsearch, prevented XSS injections, implemented back-end features, fixed front and back-end bugs, wrote integration and unit tests, programmed in Python, PHP, Java, Javascript, MySQL, with testing frameworks including Dropwizard, Jooq, Docker.

Advanced Continuing Education Association (ACEA), Boston, MA

August–September 2016

[Web app](#) development (front and back-end)

Worked in a fast-paced, AGILE extreme programming development cycle. Added features to provide stats for the business side, wrote controller methods/routes and stored procedures, worked on front-end features, and assumed responsibility for automating emails to notify team members of customer interaction. Languages/frameworks: Java, iBATIS, MySQL, Javascript, JQuery, bash scripting

iD Tech Camps, Cambridge, MA (MIT location)

June 2015

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

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

MIT Media Lab, Cambridge, MA

Summer 2013

Internship with the Fluid Interfaces Group, Principal Investigator: Pattie Maes

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

Activities

Hackathons

MakeBU 2015. Contributed to Project Journe: <http://devpost.com/software/journe-fgqkb>

Integrated Spotify API with Google Maps API to generate playlists based on journey length.

HackMIT 2014.

HackMIT 2015. One of the first 50 to solve the [admissions puzzle](#)

Hobbies

MiXx: BU's K-pop cover dance crew

2015-present

Breakdancing

2016-present