Brian Siao Tick Chong

44 Lamoine Street, Belmont, MA 02478
bstc@bu.edu – **781.249.4220**

Website: bsiaotickchong.github.io
Github: https://github.com/bsiaotickchong

Education

Boston University, Boston, MA (junior) 2014–present
Major: Computer Science
GPA: 3.63 (Dean's List)
Computer Science course topics include:
Computer systems, probability in computing, data structures, algorithm analysis, dynamic programming, recursion, sorting, searching, combinatory structures, multithreading/concurrency.

Skills

Technical
Expert: Java
Proficient: Python, SQL
Familiarity: Windows, Mac OS, Adobe Photoshop, Microsoft Office
Exposure to languages: C, Assembly, Javascript, CSS,
Exposure to technologies: Unix command line, Node.js, Android SDK, After Effects, 3DS Max, Sony Vegas, Arduino, Git, iBATIS

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

Work

Advanced Continuing Education Association (ACEA), Boston, MA August–September 2016
Web app development (front and back-end)
Responsibilities included working 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) Summer 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

Rogue-like game Spring 2014
Developed a 2-D rogue-like game involving random room/enemy generation with inheritance relationships between Java object. Consisted of dozens of objects programmed in Java, with the graphics library LWJGL. High school project.

Connect Four AI Fall 2014

Involved writing fast and effective AI to play against a human player. Covered topics such as b-trees, alpha-beta pruning. Programmed in Java. Class assignment for Intro to CS II.

Android app Summer 2015

Android app using the Android SDK meant to act as a diary of sorts associated with contacts or events. Small summer project.

Activities

Hackathons

MakeBU 2015. Contributed to Project JournE: http://devpost.com/software/journe-fqgkb
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
Involves learning and performing choreography with a team of dancers, recording films for Youtube

Music 2010-2014
Instruments: Cello, Voice (Baritone)
A Cappella, chamber, school orchestra, New England Conservatory Preparatory School (NEC) orchestras. Toured Iceland, Sweden, and Finland with school chorale and Costa Rica with YSO. Principal cellist for NEC's Youth Symphony Orchestra (YSO), NEC's Junior Repertory Orchestra, Harvard's Summer School Orchestra, and Buckingham Browne & Nichol's school orchestra. Co-principal cellist for NEC's Youth Repertory Orchestra.