Brian Siao Tick Chong

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

Education

Boston University, Boston, MA (junior)   2014–present
    Major: Computer Science
    GPA: 3.69 (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, data science

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)   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 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.

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
> Breakdancing
> 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.