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
> Proficient: Java, Python, SQL
> 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)

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. Independent high school 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
        Bboy   2016-present