

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

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

Skills

Technical

Working knowledge of Java, Python, MySQL

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, CSS, Android SDK, After Effects, 3DS

Max, Sony Vegas, Arduino, Git

Proficiency with Microsoft Office

Language

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

Work

Advanced Continuing Education Association (ACEA), Boston, MA

Summer 2016–present

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

Responsibilities include working in a fast-paced, AGILE development cycle with a team

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

Activities

Hackathons

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

HackMIT 2014.

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