

Brian Siao Tick Chong

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Education

Boston University, Boston, MA

2014–present

Major: Computer Science (Senior in combined BA/MS program, Jan 2019 graduation)

GPA: 3.72 (Dean's List)

Computer Science course topics include:

Computer systems, probability in computing, data structures, algorithms, computability and complexity, combinatory structures, multithreading/concurrency, software engineering, computational audio, data science, web security, computer networking, machine learning, Android development, cryptography

Technical Skills

Proficient: Java, Python, SQL

Exposure to languages: Javascript, PHP, C, CSS

Exposure to technologies: Git, Node.js, Dropwizard, Apache Kafka, Docker, CircleCI, Amazon Web Services (AWS) ElasticSearch, AWS Lambda, Android SDK

Work

Hubspot, Cambridge, MA

June–August 2018

Data infrastructure/Kafka team intern

- Improved developer workflow with internal tooling such as endpoints for Kafka stream inspection, rewriting a comparison tool for Zookeeper snapshots reducing runtime by over an hour (>90% reduction)
- Provided latency statistics for overseas Kafka workers

Honest Buildings, New York, NY

May–August 2017

Full-stack web development intern

- Improved developer workflow by reducing app dependency on ElasticSearch for caching and creating Docker tasks to catch generated file discrepancies in continuous integration testing
- Implemented back-end features (such as part of a site-wide localization feature)
- Moved cron jobs to AWS Lambda, prevented XSS injections, removed legacy code, wrote integration and unit tests.

Advanced Continuing Education Association (ACEA), Boston, MA

August–September 2016

Full-stack web development intern

- Wrote endpoints and stored procedures as well as front-end features
- Assumed responsibility for automating emails to notify team members of customer interaction

iD Tech Camps, Cambridge, MA (MIT location)

June 2015

Instructor for Java and FPS Game design

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

MIT Media Lab, Cambridge, MA

July-August 2013

Fluid Interfaces Group Intern, Principal Investigator: Pattie Maes

- Designed and built Arduino projects including a step-counting, light-up belt appealing towards health and design

Projects

i911

Spring 2018

Android app developed for [Callyo](#). Real-time location tracking for 911 distress callers and first responders.

[Audio Novelty](#)

Spring 2017

Analyzing changes in music via similarity matrices and novelty scores

[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.

[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.