

Brian Siao Tick Chong
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Website: bsiaotickchong.github.io, **Github:** <https://github.com/bsiaotickchong>

Education

Boston University, Boston, MA (sophomore) 2014–present

Major: Computer Science

Cumulative Computer Science GPA (as of Fall 2015): 3.6

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

Working knowledge of Java, Python

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, Jade, CSS, Android SDK, After Effects, 3DS Max, Sony Vegas, Arduino, Github

Proficiency with Microsoft Office

Language

English (fluent), Japanese (4th semester), Mandarin (background), French (background)

Work

iD Tech Camps, Cambridge, MA (MIT location)

Taught Java and FPS Game design to kids ranging from 9-17 years old Summer 2015

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

MIT Media Lab, Cambridge, MA

Internship with the Fluid Interfaces Group, mentored by Cassandra Xia Summer 2013

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 and 2015 (one of the first 50 to solve the [admissions puzzle](#))

Startup

January 2016–present

Researching/working on a database with a graduate student at Boston University

Currently stepping through HSQLDB code using JUnit