




BRIAN CHUK

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EDUCATION



New York University Tandon School of Engineering

September 2014—December 2018 (expected)

B.S. Computer Science

Coursework: Software Engineering, Game Programming, Operating Systems, Design & Analysis of Algorithms, Java & Web Design, Computer Architecture & Organization, Object Oriented Programming, Data Structures & Algorithms, Databases

Honors: hackNY 2015 Fellow, HackRU Fall 2016 (Best Hardware), YHack 2014 (Google API Category), AngelHack Brooklyn 2015 (H.U.G.E. Innovation Award), McHacks 2015 (3rd place), Capital One Software Engineering Summit S2016 Attendee



Stuyvesant High School

September 2010—June 2014

NYC Specialized High School Degree

Coursework: Software Development, Systems Level Programming, Computer Graphics, AP Computer Science

EXPERIENCE



B12

June—October 2017
New York, NY

Software Engineering Intern

- » Designed and developed a version history control system for a website editor in **Django, Python, & AngularJS**
- » Automated worker hiring when a task was selected with Orchestra (<http://orchestra.b12.io>)



Syncano

March—November 2015
New York, NY

Developer Evangelist

- » Attended hackathons & meetups to demo the platform
- » Responsible for writing documentation and composing sample applications in **HTML, CSS, and Javascript** with Syncano



Shaper

June—August 2016
San Francisco, CA

Software Engineering Intern

- » Programmed several major new product features through **computational geometry** and **computer vision** in **C++**
- » Made decisions on the **UI/UX** of the embedded touchscreen and tool behavior



Betterpath

May—August 2015
New York, NY

Software Engineering Intern

- » Created an **integration tester** in **Selenium** and **Ruby**
- » Developed new web pages in **React.js** and ported from old ones in **Jade**
- » Aided in solving server-side logic bugs in **Scala**

SIDE PROJECTS

(see a full list at brianch.uk/projects)

Firefly

October 2016

Raspberry Pi, Python, C++, Circuit Design

A new form of light painting where a two-meter long stick of LEDs is used to “print” light in three dimensional space by moving it horizontally. With this, we can print images in light painting.

ShoutFight

November 2015

Android, Javascript, HTML5 (Canvas)/CSS

A web two-player fighting game controlled by Android applications. The louder and longer you shout into your phone, the more powerful your character becomes.

Owl

August 2015

Android, Javascript, Node.js

An app that analyzes the timing and pattern of a user’s gait for signs of intoxication. If there are signs, then a designated person is notified and streamed the location of the user.

Kangaroo

January 2015

iOS, NodeJS, Javascript

A self-checkout barcode-scanning shopping app for supermarkets

Parrot

February 2015

Node.js, iOS, Android

A content saving speedreader.

SmartPenny

August 2014

Intel Edison, Node.js, Android, Javascript

A skateboard with built-in GPS navigation and communication with an Android app

SKILLS

- Languages:** Experienced (3+ years) in C/C++, Java, Javascript, SQL, and Python
Proficient in PHP, Ruby, & Scala
- Technologies:** Experienced in Android, Arduino, Flask, HTML/CSS, Intel Edison, JQuery, MongoDB, Django, OpenCV, & React
Proficient in AngularJS, Bootstrap, Qt, Sass
- Miscellaneous:** Experienced in AWS, Heroku, Git, Solidworks, Illustrator, Photoshop, 3D Printing, Soldering, Circuit Design