BRIAN CHUK

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EDUCATION

New York University Tandon School of Engineering
September 2014—May 2018 (expected)

B.S. Computer Science

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

Honors: hackNY 2015 Fellow, 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

Shaper
June—August 2016
San Francisco, CA

Software Engineering Intern
- » Programmed several major new product features through **computational geometry** and **computer vision**
- » Improved the **UI/UX** of embedded touchscreen
- » Ported **C++** codebase on **Qt** to **Robot Operating System**

Syncano
March—November 2016
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

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**

Frockhub
March—April 2015
New York, NY

Software Developer
- » Created web scrapers in **Selenium** & **Python** to generate data from various fashion websites

Kite & Rocket Research
May 2014—August 2014
New York, NY

Engineering Intern
- » Responsible for making livestream camera balloons and gliders by coding, **circuit designing**, and **3D printing**
- » Programmed with **C++** and the **Arduino**
- » Flight footage: youtu.be/625-2zjMKD8

NYU Mechatronics Lab
June—August 2013
New York, NY

Researcher
- » Further advanced robotic arm accuracy from 60% accuracy to 100% accuracy by implementing **PID Control Theory** and coding with Arduinos

SIDE PROJECTS

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

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.

seekbar
October 2014

Node.js, Express, Javascript, HTML/CSS

A search engine for physical store inventories

Creation
January 2015

C#, Unity Game Engine, Meta Space Glasses

An augmented reality 3D CAD tool where users can draw shapes and pull them out into 3-D figures

SmartPenny
November 2014

Intel Edison, Node.js, Android, Javascript

An augmented reality 3D CAD tool where users can draw shapes and pull them out into 3-D figures

Lineless
August 2014

Node.js, Angular, HTML/CSS

A web tool for restaurants to set up their own online reservation and ordering service for pick-up

SKILLS

Languages: Experienced (3+ years) in C/C++, Java, Javascript, and Python
Proficient in PHP, Ruby, Scala, Netlogo and Scheme/LISP

Technologies: Experienced in Android, Arduino, Flask, HTML/CSS, Intel Edison, JQuery, MongoDB, Node.js/Express, OpenCV, React, SQL
Proficient in AngularJS, Bootstrap, Qt, Sass, Three.js, Wordpress, Vue.js,

Miscellaneous: Experienced in AWS, Heroku, Git, Solidworks, Illustrator, Photoshop, 3D Printing, Soldering, Circuit Design