

BRIAN CHUK

✉ brian_chuk@yahoo.com
brianch.uk
github.com/devChuk
goo.gl/Z8OyIL

EDUCATION

New York University Polytechnic School of Engineering, BS Computer Science

Brooklyn, NY | 2014 — 2018 (expected)

- Relevant Coursework: Computer Architecture & Organization, Object Oriented Programming, Data Structures & Algorithms

Stuyvesant High School

Manhattan, NY | 2010 — 2014

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

PROFESSIONAL AND ACADEMIC EXPERIENCE

Developer Evangelist, Syncano

Manhattan, NY | March 2015 — Present

- Attended hackathons to mentor Syncano API users
- Contributed to documentation & created demos & samples

hackNY 2015 Fellow, Betterpath

Manhattan, NY | May 2015 — August 2015

- Created an automated software tester in Ruby & built pages in ReactJS

Freelance Developer, Frockhub

Brooklyn, NY | March — April 2015

- Made scrapers to generate fashion data

Engineering Intern, Kite and Rocket

Manhattan, NY | May — August 2014

- Used circuit design and 3D printing to create flying camera balloons/gliders to capture footage
- Flight footage: youtu.be/625-2zjMKD8

Researcher, NYU Mechatronics Lab

Brooklyn, NY | June — August 2013

- Further advanced robotic arm accuracy by implementing Arduinos, electrical engineering, 3D printing, and PID controllers

PROJECTS

Kangaroo June 2015

- An iOS app that makes self-checkout faster than before
- Won HUGE Innovation Award place at Angelhack Brooklyn 2015

Parrot February 2015

- An Android and iOS app that saves web content and allows users to speed read it
- Won 3rd place at McHacks 2015

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

Creation January 2015

- An augmented reality 3D CAD tool where you can draw shapes and pull them out into 3-D figures
- Made with C#, Unity Game Engine, Meta Space Glasses

SmartPenny November 2014

- A skateboard with built-in GPS turn-by-turn navigation
- Won "Best Use of the Google API" at Yhack 2014
- Made with LEDs, an Intel Edison, Node.js, Android

SKILLS

IN THE MACHINE

- Languages: Arduino/Processing, Android, C, C++, CSS/HTML, Java, Javascript, PHP, Python, LaTeX, Bash, Scheme, Scala, Ruby
- Git
- Solidworks Design, Graphic Design
- JQuery, Node.js, ReactJS, Flask, Sass, Vue.js

IN THE REAL WORLD

- 3D Printing Technology
- Circuit Design & Debugging
- Large Group Leadership
- Microcontroller Development
- Precision Soldering
- Woodworking