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, 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

Shaper   *June—August 2016*
San Francisco, CA
Software Engineering Intern
» Programmed several major new product features through **computational geometry** and **computer vision**
» Made decisions on the **UI/UX** of the embedded touchscreen and tool behavior

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

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
A skateboard with built-in GPS navigation

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
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