Brian Wong

(626) 827 – 4957 | wongbm2@uci.edu | http://www.wongbrian.me

EDUCATION

University of California, Irvine   **Expected Graduation:** June 2018
B.S. Computer Science   **Cumulative UCI GPA:** 3.875
Specializations in Information, Networked Systems   **C.S. Major GPA:** 3.960
Deans Honor List: Fall 2014 to Present

RELEVANT COURSEWORK

- Algorithms
- System Design
- Data Management
- Data Structures
- Computer Organization
- Computer Networks
- Digital Systems
- Digital Logic
- Software Engineering

PROFESSIONAL EXPERIENCE

PinTag-Mobile Check-in Application (Startup)   **Irvine, CA**
Creator, Full-Stack Developer, Software Architect   **June 2016 – August 2016**
- Orchestrated entire development process from design/architecture to deployment.
- Utilized Apache Cordova framework and third party API's (GoogleMaps, FourSquare, Cloudinary). Worked extensively with JavaScript and JQuery. Tackled scalability issues, asynchronous functions, backend cloud storage, and push notifications (APNS).
- Configured development and distribution provisioning profiles for respective external beta testing via TestFlight and official distribution at launch.
- Available on Apple(iOS) App Store here: https://itunes.apple.com/app/id1144008173

The Boeing Company   **Huntington Beach, CA**
High School Intern   **June 2013 – August 2013**
- Studied CAD software, CATIA, under the mentorship of Industrial Engineer, Mark Kasprzak. Our team, focused on providing a solution to the birth defect, Amniotic Band Syndrome.
- Tackled "Robohand" project whose goal was to design a prosthetic hand via 3D printing.

VF Engineering Internship   **Anaheim, CA**
Engineering Intern, Online Marketing   **March 2014 – April 2014**
- Provided a BOM for VF Engineering's proprietary superchargers. Oversaw the development of parts in SolidWorks. In charge of marketing on several forums/live events.

PROJECTS (more viewable @ http://www.wongbrian.me)

Social Messaging Web Application (UCSB's 2016 Hackathon)   **April 22, 2016**
- Hybrid mobile/web chat application written in Meteor.js with Blaze, hosted with Heroku.
- Utilized MongoDB publish and subscribing model to secure server/client side data.
- Developed in full-stack which JavaScript/JQuery for backend and HTML/CSS frontend.

iOS Classic Helicopter Game (Personal Project)   **December 24, 2015**
- Built endless side-scrolling helicopter game for the iPhone in Objective C.
- Incorporates UIKit Framework and saves High Score in app data.

Vim Style Text Editor   **December 03, 2015**
- Implemented the basics of a VIM/EMACS style text editor in C++ through OOP practices.
- Implemented text insertion, text deletion, line position, and cursor through polymorphism.
- Use of stack data structure to facilitate undo and redo operations.

LANGUAGES AND TECHNOLOGIES

Proficient: C/C++, Python, JavaScript, Meteor.js, JQuery, Java, Swift(iOS), HTML/CSS, Latex
Prior Experience: x86 Assembly, Objective-C, VHDL, System Verilog
Skills: GitHub, Eclipse, MongoDB, Heroku, iTunes Connect, XCode, Functional Programming