# Brian Wong

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## EDUCATION

**University of California, Irvine**
**B.S. Computer Science**
**Specializations in Information, Networked Systems**
**Deans Honor List:** Fall 2014 to Present

**Expected Graduation :** June 2018
**Cumulative UCI GPA:** 3.875

## RELEVANT COURSEWORK

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

## PROFESSIONAL EXPERIENCE

**Giant Rowland Heights Bicycle Store**                    **Rowland Heights, CA**
*Sales Associate, Jr. Mechanic, IT Specialist*                    **August 2014 to Present**
- Concept Store retails high end performance bicycles ranging up to $10,000.
- Top Sales Associate throughout Summer 2015 (over $25,000 in personal sales that season).

**VF Engineering Internship**                    **Anaheim, CA**
*Engineering Intern, Online Marketing*                    **March 2014**
- Company specializes in the prototype and design of supercharger for high performance/exotic cars (Lamborghini Gallardo, Audi R8 V10, BMW E92 M3).
- Provided a bill of materials (a.k.a. BOM) for their proprietary superchargers.

**The Boeing Company**                    **Huntington Beach, CA**
*High School Intern*                    **June 2013 – August 2013**
- Tackled the "Robohand" project whose goal was to design a prosthetic hand through 3D printing. Focus on providing a solution to the birth defect, Amniotic Band Syndrome.
- Studied Computer Assisted Design (CATIA) under the mentorship of Industrial Engineer, Mark Kasprzak. Full Robohand details can be downloaded on shapeways.com.

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

**Online Social Networking Chat Application (UCSB's 2016 Hackathon)**                    **April 22, 2016**
- Cloud based chat application written in Meteor.js, also ported in Swift for iOS Phones.
- Messages start off anonymously and later reveal contact info (updates in real time).

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

**RottenTomatoes API (Personal Project)**                    **March 21, 2015**
- Incorporates review aggregator, Rotten Tomatoes API, parses data as JSON object.
- Algorithm to sort top 10 rentals, sorts "bad" movies from "good" movies.
- Allows user to find movies with a minimum amount of reviews and review score.

**Vim Style Text Editor**                    **December 03, 2015**
- Implemented the basics of a VIM or EMACS style text editor.
- Implemented several abstract/derived classes, virtual member functions, inheritance.
- Full implementation of undo/redo feature, cursor, column, and line position.

## LANGUAGES AND TECHNOLOGIES

**Proficient:** Java, C/C++, Python, Swift(iOS), HTML/CSS, Latex
**Prior Experience:** x86 Assembly, Objective-C, VHDL, System Verilog
**Skills:** GitHub, Eclipse, MongoDB, Heroku, AWS, App Deployment, Functional Programming