

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

C.S. Major GPA: 3.960

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

Software 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++, Python, Java, JavaScript, Meteor.js, JQuery, HTML/CSS

Prior Experience: Swift(iOS), x86 Assembly, VHDL, System Verilog

Skills: GitHub, Eclipse, MongoDB, Heroku, iTunes Connect, XCode, Functional Programming