

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 | • Data Structures | • Digital Systems |
| • System Design | • Computer Organization | • Digital Logic |
| • Data Management | • Computer Networks | • Software Engineering |

PROFESSIONAL EXPERIENCE

Giant Rowland Heights Bicycle Store

Sales Associate, Jr. Mechanic, IT Specialist

Rowland Heights, CA

August 2014 to Sept. 2016

- 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

Engineering Intern, Online Marketing

Anaheim, CA

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

High School Intern

Huntington Beach, CA

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

- Hybrid mobile chat application written in Meteor.js with Blaze, hosted with Heroku.
- Users only allowed to chat with colleagues who attend the same UC college campus.
- 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.

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: Java, C/C++, Python, Swift(iOS), JavaScript, Meteor.js, HTML/CSS, Latex

Prior Experience: x86 Assembly, Objective-C, VHDL, System Verilog

Skills: GitHub, Eclipse, MongoDB, Heroku, AWS, App Deployment, Functional Programming