

# 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

**C.S. Major GPA:** 3.960

## RELEVANT COURSEWORK

- |                   |                         |                        |
|-------------------|-------------------------|------------------------|
| • Algorithms      | • Data Structures       | • Digital Systems      |
| • System Design   | • Computer Organization | • Digital Logic        |
| • Data Management | • Computer Networks     | • 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 the drawing board 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.
- 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 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