

# Brian Wong

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## EDUCATION

**University of California, Irvine**

Expected Graduation : June 2018

**B.S. Computer Science and Engineering**

**Cumulative UCI GPA:** 3.875

**Deans Honor List:** Fall 2014 to Present

**Languages:** Python (Proficient), C++ (Proficient), HTML/CSS (Proficient), Latex (Proficient), x86 Assembly(Proficient), VHDL (Basic), System Verilog (Basic)

**Relevant Coursework:** Software Libraries, Data Structure Implementation and Analysis, Digital Systems, Digital Logic, Computer Organization, Principles in System and Design, 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 all the way up to \$10,000.
- I also race competitively for the UCI Cycling Team.

**VF Engineering Internship**

**Anaheim, CA**

*Engineering Intern, Online Marketing*

**March 2014**

- This company specified in the prototype and design of supercharger for high performance/exotic cars (Lamborghini Gallardo, Audi R8 V10, BMW E92 M3).
- I 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.
- Learned Computer Assisted Design (CATIA) under the mentorship of Industrial Engineer, Mark Kasprzak. Full Robohand details can be downloaded on shapeways.com.

## PROJECTS (viewable @ <http://www.wongbrian.me>)

**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.

**Image Thresholding (Compression)**

**February 16, 2016**

- Reduces file size via thresholding, converts grayscale image into binary image.
- Written in low-level x86 assembly for extreme efficiency.
- Each pixel intensity either 0x00(darkest value) or 0xFF(brightest value).

**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.

**Othello a.k.a. Reversi**

**March 04, 2015**

- Graphical User Interface for game board written using Tkinter package.
- Logic written in python. Use of two-dimensional arrays to control piece placement.