Brian Chen

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EDUCATION

Computer Engineering 2020 – 2025
University of Toronto *Toronto, ON*

- Third year B.A.S.c in Engineering Science; Electrical & Computer Engineering major, Robotics minor. Dean's list, 3.51 cGPA
- Coursework includes OS, ML, algorithm design, semiconductors, distributed systems, electronics, control theory, engineering law, and more

SKILLS

- c++, python, c, go, rust, lua, java, scripting, linux, SQL, verilog, MATLAB, ROS/ROS2, numpy, scipy, OpenCV, Pandas, Jenkins, CI/CD, Docker, LXC/LXD, Django, PyTorch, TensorRT, CUDA, PostgreSQL, NodeJS, web dev, systems design, FPGA, Cloud, AWS, GCP, git, vim, LaTeX, embedded, systems software, distributed systems, MapReduce, googling

EXPERIENCE

Uber [*site reliability engineering (SRE), distributed systems, go*] September 2023 – Current
Production Engineering Intern *San Francisco, CA*

- I help ensure reliable and efficient operation of Uber's mapping and core services via participating in on-call rotation, incident response, and service ownership on the mapping production engineering team, primarily focusing on capacity safety, efficiency, and performance
- Developed extension to CRE to build CPU & throughput-informed reactive auto-scaling system for Uber's stateless microservices to improve failover safety and reduce cost.
- Currently working on an end-to-end memory leak detection system including Go & JVM garbage collector monitoring, auto-scaling, and load-testing tooling to address service performance degradation under high load

Tesla [*autonomous vehicles, c++, signal processing, embedded systems*] May 2023 – September 2023
Autopilot Intern *Palo Alto, CA*

- Owned vision park assist ultrasonic sensor replacement v2 project; architected and implemented pipeline from GPU kernel and vision schedule optimization, to spatial-temporal filter design and performance tuning. Features developed in close collaboration with leadership and deployed to global Tesla fleet
- Developed selfie-based driver drowsiness and attention system, enabling a transition from torque sensor to vision-based driver monitoring as well as limited user hands-off driving, while meeting IIHS compliance specs
- Re-designed camera heater defogging control algorithm, extending vehicle range by up to 10 miles in nominal conditions.
- Developed high-speed shared-memory transport communication system to allow for increased log verbosity in production vehicles

Kortex [*a little bit of everything*] July 2023 – Present
Founding Engineer *Remote*

- Building kortex, a second brain for creators. I oversee and develop infra, backend, networking, devops, machine learning (LLMs), and more

Open Source Robotics Foundation [*c, c++, python, ROS2, open source, Linux, distributed systems*] May 2022 – September 2022
Software Engineering Intern *Mountain View, CA*

- Co-authored REP2012: Service Introspection standard proposing new core functionality for runtime introspection and recording of ROS2 services. Designed, built, and deployed reference implementation with few iterations to **while balancing stakeholder priorities**
- Supported NASA contract in developing ROS2 and Gazebo packages powering the VIPER lunar rover's systems – *leaving earth in 2024!*

BC Parks Foundation [*python (Django), PostgreSQL, Vue.js, fullstack, GIS*] July 2020 – September 2021
Fullstack Software Developer *Vancouver, BC*

- Built discoverparks.ca, a website that helps Canadians discover nature experiences in parks. Owned backend, CMS, and GIS integration

Division of Engineering Science - University of Toronto [*c, python*] September 2021 - June 2023
Teaching Assistant *Toronto, ON*

- Taught undergrads computer science from 'Hello World' to dynamic programming and Dijkstra's algorithm (ESC180, ESC190)

Intelligent Sensory Microsystems Lab [*python (PyTorch), neuromorphic computers, supercomputers*] Feb 2021 – September 2021
Research Intern *Toronto, ON*

- Innovated novel 'thresholding' concept which improves longevity and power consumption characteristics of neuromorphic memristor crossbar machine learning accelerators during in-situ training by up to 90%. Second author journal paper under review

OTHER

For demos, please see chenbrian.ca/posts/projects

Toronto Intelligent Systems Lab June 2024 - May 2025
Student Resarcher *Toronto, ON*

- Undergrad thesis jointly supervised by Prof. Igor Gilitschenski and Nvidia research on autonomous vehicle simulation (in-progress)

aUToronto (UofT Self-Driving Car Team) [*c++, python, Simulink, PyTorch, TensorRT, CI/CD, ROS2*] September 2020 – June 2023
Autonomy Software Lead *Toronto, ON*

- Leading 20+ students across trajectory motion planning, automated simulation testing, and deep learning acceleration teams to build a Level 4 autonomous vehicle for aUToronto's entry to the AutoDrive Challenge. Our team has won 1st place for the past 5 years
- Accelerated YOLOv5 by 20x via an Nvidia TensorRT ML pipeline to detect objects in real-time across 4 cameras with millisecond latency
- Projects include: automated simulation integration test framework, simulation noise modelling via CycleGAN

GrocerCheck Foundation [*python (Django), PostgreSQL, aws*] April 2020 – December 2020
Co-Founder & Developer *Vancouver, BC*

- Created and scaled groceryheck.ca, a webapp that leverages big data to help 20,000+ shoppers #ShopSafeStaySafe by finding the least busy place to shop for groceries in 15,000+ stores across North America in response to the COVID-19 pandemic

Projects

- ***"butternut"***: Implementing gltr on CTRL to combat AI-generated text. nwHacks bronze, KPMG Data Analysis & Salesforce Award.
- ***"the Humerus Bot"***: Directed project with UTMIST to build a NLP bot designed to *win* Cards Against Humanity
- **Teaching**: Review content I prepared for my students, including a custom Jupyter notebook with c kernel for interactive learning