

# Brian Liew

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## Professional Experience

### Code Coach - Advisor | Slack Moderator

Aug. 2018 - Current

Codecademy

- Moderated cohorts, between 20 - 200+ students, of Codecademy's Pro Intensive courses to drive learner engagement, peer-to-peer communication, and foster a sense of community
- Provided on-demand instruction to programming learners via live chat sessions to assist students with defining goals, reviewing coding topics, accessing additional resources, and debugging code

### Client Systems Engineer

Sept. 2015 - July 2017

Epic Systems

- Collaborated with various Healthcare organizations teams nationwide to implement best practices in order to ensure the successful deployment and maintenance of the Epic EMR client infrastructure.
  - Assisted IT community members in troubleshooting and performing root cause analysis with issues regarding the Epic EMR client application, Windows Server OS, or third-party integration to improve system stability
  - Wrote Windows PowerShell scripts in order to provision onsite XenApp server farms, improving build initial build times for new clients joining Epic's Hosting service
  - Improved internal PowerShell scripts and QA processes to retrieve and analyze client infrastructure, enhancing our ability to recommend better system practices
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## Projects

### Aperture (Ruby on Rails, PostgreSQL, React, Redux)

[Live](#) | [Github](#)

*A full stack, single-page application inspired by 500px, a photography community app*

- Applied Masonry.js to create reactive grid layouts in order to optimize image space occupation for improved viewing
- Utilized React's virtual DOM with a Redux store to perform photo CRUD operations using RESTful API calls
- Stored photos on AWS S3 via Paperclip and AWS-SDK gems to retain references in a PostgreSQL database instance

### Square Boi (HTML5 Canvas, JavaScript, Firebase, Webpack)

[Live](#) | [Github](#)

*A browser-based 2D platformer with wall-climbing physics built with Javascript*

- Applied HTML5 Canvas and JavaScript in order to render levels and player model for end user interaction
- Implemented collision detection allowing players to climb surfaces and jump between platform sides to collect coins
- Utilized Firebase to sync scores to a cloud database in order for end users to compare their clear times with others

### Karma (React, Redux, Socket.IO, Semantic UI React)

[Github](#)

*An acts-of-kindness social network application (Social Good Hackathon 2018)*

- Implemented Socket.IO for real time newsfeed updates to allow users to keep track of each other's good deeds
  - Utilized Semantic UI React framework to standardize design across participants for an intuitive end user experience
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## Certifications and Skills

CCA | Citrix XenApp 6.5 Certified Administrator

CCA 1Y0-A20

MCP | Microsoft Certified Professional

Exam 70-410

ECSA | Epic Client Systems Administration 2015

ECSA 2015

JavaScript | React | Redux | Ruby | Rails | REST | PostgreSQL | Google Firebase | HTML5 | CSS3 | Git | PowerShell | Microsoft Server | Citrix XenApp | Citrix XenServer

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## Education

App Academy, 2018

1000+ hour full-stack web development course with a <3% acceptance rate

Stony Brook University, 2015

BS, Information Systems: Specialization in System and Network Administration