

Albert B. Chung

309 Fort Lee Rd. 1st Fl. Leonia, NJ 07605
ac968@cornell.edu
201-686-6263



AlbertBChung

EDUCATION

Cornell University College of Engineering // B.S. in Computer Science 2020
GPA: 3.8

Relevant Coursework:

Multivariable Calculus (MATH 1920) Linear Algebra (MATH 2940)
Introduction to Computing Using MATLAB (CS 1112) OOP and Data Structures (CS 2110)
Discrete Structures (CS 2800) UNIX Tools and Scripting (CS 2043)

PROJECT TEAM

Cornell Engineering World Health Project Team

Working with team to create inexpensive biomedical engineering solutions for problems in third world countries. Developed the backend of the MEAN stack for a HIPAA-compliant Telemedicine web app platform to increase accessibility of quality healthcare. Being used by Speetar, a startup of MIT and Harvard Medical School affiliates, to aid wartorn countries.

WORK

CS 1112 Course Consultant

Jan '17 to May '17 -

Was the Course Consultant for Introduction to Computing Using MATLAB. Held office hours to help students understand the material outside of lecture and recitation class settings. Graded projects and exams.

Riverside Research // Software Development Intern

May '17 to July 17' -

Developed the Biomedical Engineering team's Quantitative Ultrasound software package by refractoring code to fit better software design, adding more functionality, and improving user interface and experience. Programmed in MATLAB OOP.

Side Projects

Collision Defense

A 2D game in Java made in the summer of '16. The objective is to repel enemies from the player's base. The game was embedded onto HTML as a JApplet and hosted on a Apache Server on Linux. Used Javascript, PHP, and XML to obtain user's score, append it to XML file, and display top scoreboard of real players.

Showerfy

An Android application built with team of five during Cornell's BigRed//Hacks 36 hour Hackathon in the Autumn of '16. Used the Spotify SDK to build a music player app. The user's goal is to limit their shower duration (and thereby reduce water usage) to the duration of two selected songs. User is rewarded or penalized with in-app points based on time difference and can share results on social media. One of the 13 out of 79 teams that were selected by judges to demo on the main stage.

SKILLS

Proficient in:

Java Javascript MATLAB HTML/CSS

Operating System: Windows