ALBERT CHUNG

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EDUCATION

Cornell University, College of Engineering, Ithaca, NY — August 2016 – Present
B.S. Computer Science (Expected Graduation: May 2020)
GPA: 3.81 | Major GPA: 3.72

RELEVANT COURSEWORK

Introduction to Analysis of Algorithms
Discrete Structures
UNIX Tools and Scripting
Object-Oriented Programming and Data Structures
Digital Logic and Computer Organization
Introduction to Computing Using MATLAB

WORK EXPERIENCE

Riverside Research NYC | Software Developer Intern — May 2017 – July 2017

· Developed the Biomedical Engineering team's Quantitative Ultrasound software package
· Refactored MATLAB OOP code to fit better software design, implemented more functionality, and improved UI/UX
· Modularized codebase to promote reusability and created rigorous documentation

Cornell University | Teaching Assistant, Introduction to Computing Using MATLAB — January 2017 – May 2017

· Led office hours to aid students with assignments, graded projects and exams

PROJECT TEAM

Cornell Engineering World Health | Software Sub-team Member — September 2016 – Present

HIPPO | Open-source HIPAA-compliant Telemedicine Web and Android App Platform — September 2016 – May 2017

· Developed the backend using Node.js, Express, and MongoDB
· Worked on the backend side of a real-time service to add data of state changes during a call into the database
· Implemented REST API endpoint handlers to send event data selected by user and by call for administrative purposes
· Created an auto-refreshing, upcoming sessions Activity for the Android app
· Used by *Speetar*, a startup of MIT and Harvard Medical School affiliates, to aid patients in war-torn countries

PROJECTS

Showerfy, BigRed//Hacks @ Cornell University — September 2017

· Built a music player Android app using the Spotify SDK with a team in 36 hours
· User's goal is to limit their shower duration (and thereby reduce water usage) to the duration of two selected songs
· One of the 13 out of 79 teams that were selected by judges to demo on the main stage

Collision Defense — June 2016 – August 2016

· A 2D game implemented in Java with self-drawn sprites, animations, and map
· The game was embedded onto HTML as a JApplet and hosted on an Apache Server on own Linux machine
· Implemented a top scoreboard of real players saved server-side in JavaScript and PHP

SKILLS

Languages: Java • JavaScript • MATLAB • HTML/CSS • Bash
Tools and Frameworks: Node.js • Express.js • MongoDB • Mongoose • AngularJS • Git • Bootstrap • Heroku • Terminal