



# ALBERT CHUNG

309 Fort Lee Rd. 1<sup>st</sup> Fl. Leonia, NJ 07605 | 201-686-6263  
[ac968@cornell.edu](mailto:ac968@cornell.edu) |   AlbertBChung | [albertbchung.com](http://albertbchung.com)

## EDUCATION

---

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

**Relevant Coursework**      Multivariable Calculus | Linear Algebra | UNIX Tools and Scripting |  
Introduction to Computing Using MATLAB | OOP and Data Structures |  
Discrete Structures | Introduction to Analysis of Algorithms |

## WORK EXPERIENCE

---

**Summer 2017**      **Software Developer Intern, Riverside Research, NYC**

- Developed the Biomedical Engineering team's Quantitative Ultrasound software package by refactoring code to fit better software design, adding more functionality, and improving UI/UX. Programmed in **MATLAB** OOP.

**January 2017 - May 2017**      **CS 1112 Course Consultant, Cornell University**

- Undergraduate Course Consultant for Introduction to Computing Using MATLAB. Held office hours and graded projects and exams

## PROJECT TEAM | CORNELL ENGINEERING WORLD HEALTH | SOFTWARE SUBTEAM

---

A multi-disciplinary team whose mission is to create robust and innovative low-cost engineering solutions to medical problems in developing countries.

**School Year 2016 - 2017**      · Developed the backend of the **MEAN stack** for an open-source HIPAA-compliant Telemedicine web app platform along with an **Android app** frontend to increase accessibility of quality healthcare in low-resource communities. Being used by *Speetar*, a startup of MIT and Harvard Medical School affiliates, to aid war-torn countries, namely Libya.

## PROJECTS

---

**September 2016**      **Showerfy, BigRed//Hacks @ Cornell University**

- Built a music player **Android app** using the Spotify SDK with team in 36 hours. The 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.

**Summer 2016**      **Collision Defense**

- 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. JavaScript and PHP to obtain user's score, store it server-side, and display top scoreboard of real players.