ALBERT CHUNG

ac968@cornell.edu | 201-686-6263
309 Fort Lee Rd. 1st Fl. Leonia, NJ 07605
http://albertbchung.com | AlbertBChung

EDUCATION

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

WORK EXPERIENCE

Riverside Research, NYC, NY| Software Development 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 for new and existing code

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

- Led office hours to assist a class of approximately two hundred students with assignments, graded projects and exams

PROJECT TEAM AND ACTIVITIES

Cornell Engineering World Health | Software 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
- Undertook responsibility for a real-time service to add data of state changes during a call session into the database
- Implemented REST API endpoint handlers to send all events of any user and any session 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

Absolute Zero Cornell Breakdance Club | Member — October 2016 – Present

PROJECTS

Showerfy | Reduce Water Usage with a Music Player — September 2017

- Designed and implemented a music player Android app using the Spotify SDK with team at Cornell's BigRed//Hacks
- User's goal is to limit their shower-time 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 | 2D Java Game — June 2016 – August 2016

- Built a game without any external game development libraries, complete with hand-drawn sprites, animations, and map
- Embedded game onto a webpage and hosted it on an Apache Server on own Linux machine
- Implemented a top scoreboard of real players saved server-side in JavaScript and PHP

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

SKILLS AND INTERESTS

Languages: Java • JavaScript • MATLAB • HTML/CSS • Bash
Tools and Frameworks: Node.js • Express.js • MongoDB • Mongoose • AngularJS • Git • Bootstrap • Heroku • Terminal • Trello
Interests: Breaking (dance) • Bowling • Hiking • Climbing • Android • Teaching

Last Updated September 5, 2017