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: 3.84

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 2016

- 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

Intro to Analysis of Algorithms	Object-Oriented Programming and Data Structures	Embedded Systems (SP '18)
Discrete Structures	Digital Logic and Computer Organization	Foundations in AI (SP '18)
UNIX Tools and Scripting	Introduction to Computing Using MATLAB	Practicum in AI (SP '18)

SKILLS AND INTERESTS

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