Michael Chung

Senior iOS / Machine Learning Engineer

Toronto, Ontario

* I am a Software Developer that is interested and Artificial Intelligence. I spend my free time reading about new developments in Deep Learning and iOS development. I spend most of career as a contractor, working as a professional iOS Developer. I have around 6-7 Years professional software development experience as a whole, but 5 years iOS software development experience. More recently I have been honing my machine learning development skills.

EXPERIENCE

Clearbridge Mobile **— *Senior iOS Engineer (Contract)***

FEBRUARY 2018 • MAY 2019

* Worked at Bell Media delivering CraveTV 2 with roughly 2.3 million subscribers. Delivered the download feature, analytics, and various other high visibility components. Worked on Participaction, a health fitness iOS app shipped out to 40,000 users.

eBlock **— *Senior iOS Engineer***

OCTOBER 2017 • FEBRUARY 2018

* Developed the Live Auction Application. Worked with GraphQL API’s to build a user interface.I built UI’s programmatically by laying out frames, the old school way of coding UI in iOS.

Nuralogix **— *Senior iOS AI Engineer***

FEBRUARY 2017 • OCTOBER 2017

* I developed and implemented a working prototype of the Nura app, an app that can make health predictions based on the blood flow in the face. I utilized AirBnB’s Lotte animation libraries to make the design more lively. I utilized a MVVM architecture to allow a loosely coupled front end to allow for rapid change. I ported the machine learning model to mobile, where it could run without a web service. I implemented SDLC and workflow for newly onboarded iOS developers.

Infusion **— *Senior Consultant / Senior iOS Engineer***

MARCH 2016 • FEBRUARY 2017

* I served as a consultant on TD Canada Trust’s Research and Development Team. I developed TD’s internal chat bot application. This was done through a joint venture with Massively.ai. I saw through the full product development life cycle with Massively.ai and TD stakeholders. During this time, I utilized a MVVM architecture to allow for quickly changing UI components, and utilized Asynchronous Display Kit to make the user experience of the application fluid. I developed many proof of concept apps for TD Canada Trust. I was involved in sprint planning and feature development alongside stakeholders.

Kiwi Wearables (Acquired) **— *iOS AI Developer***

MAY 2015 • MARCH 2016

* I developed a motion classification framework for iOS that utilized the gyroscope accelerometer and hardware devices to make predictions about specific motions being performed. I assisted in developing an AI as a service platform that allowed the business to focus efforts on b2c development. I also coordinated and developed three iOS apps used by conference attendees of Sports Summit and Wearables Summit 2015, and a Squat Off App. I was exposed to deep learning and machine learning during this time. I helped develop classification models using basic machine learning principles.

Thrive Games **— *Senior Software Developer***

MAY 2014 • MAY 2015

* I developed the chat system using sockets and programmed the UI in Java using the cross platform library libgdx. I ported and developed aspects of the iOS port of game. I developed tools that would allow the process of getting art assets into the game quicker.

Metacloud **— *Node.JS and iOS Developer***

SEPTEMBER 2013 • MAY 2014

* I developed iOS apps and assisted in the development of Android apps. I quickly prototyped and developed many proof of concepts. I helped founders apply for grants and RFP’s. I mediated communication between technical and business. I implemented an SDLC for development of apps and implemented agile processes.

Blackberry **— *Software Developer Advanced Rendering, Research and Development***

SEPTEMBER 2012 • SEPTEMBER 2013

* I was responsible for building software demos used to present alongside Blackberry 10 OS. I developed a computer vision based hand tracking API using flock of features, SIFT, and OpenCV. This was used for various internal projects. I assisted in the optimization of a scroll view UI element in the Cascades Framework. I assisted in creating a gamepad app for the BB10 tablet.

McMaster University **— *Teaching Assistant (CS1MD3: Introduction to Programming)***

* I created lesson plans and explained programming concepts to undergraduate students.

PROJECTS

Databites (Defunct) --- Founder

* Databites is a nonprofit that teaches the basics of Data Science and Machine Learning to people from various backgrounds and skill sets. The mission is to make these magical processes more relatable and understandable to the average person. Also lead the Toronto Data Science using Python Group (Defunct) consisting of 1,200 members.

Anime Over 9000 (Defunct) --- Product Owner and Software Developer

* A mobile friendly video site built using Node.js and AngularJS. This service was scalable through load balancing and the use of nginx. Responsible for developing Node.js backend for video streaming as well as the database written with mongo db.

U Wallet (Defunct) --- Product Owner and iOS Developer

* U Wallet was an iOS app that integrated into the meal plan system at McMaster University, and helped students track meals and spending. Spectrum held a startup competition and it won the People's Choice Award, with a prize of $5,000.

EDUCATION

McMaster University **— *Bachelor of Arts and Science in Computer Science***

SEPTEMBER 2008 • MAY 2012

SKILLS

iOS Software Development • XCode • GraphQL • Rest • Socket Protocols • Protocol Buffers • Git • Github • Bitbucket • Cocoapods • Swift 3 • Swift 4 • Objective C • Javascript ES 6 • Object Oriented Programming • Python • Java • C++ • Docker • Deep Learning • Linux • OSX • API Development • 3D Programming • Linux

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