

Brian Cheung

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EDUCATION

Hunter College

Bachelor of Arts in Computer Science

Aug. 2017 – May 2021

- Relevant courses: Software Analysis and Design, Computer Architecture, Computer Theory

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C SQL (Postgres), JavaScript, HTML/CSS

Frameworks: React, Node.js, Flask, JUnit, Spring, Material-UI, Express

Developer Tools: Git, Spring Tool Suite, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, JIRA, Postman, Unity

EXPERIENCE

Associate

June 2022 – Present

Infosys

New York, NY

- * Developed a robust Java Spring Boot application using Gradle as a build tool and SQL queries to interact with Postgres databases.
- * Implemented an email notification system utilizing SMTP servers, enabling the application to send emails to users based on specific events and actions taken within the application.
- * Created extensive test cases to ensure code functionality and identify potential bugs before production deployment, resulting in a more stable and reliable application.
- * Collaborated with cross-functional teams to gather and analyze project requirements, ultimately delivering a high-quality application that exceeded expectations.

PROJECTS

Discord Bot | *Python, Discord API, Coinbase API*

- * Experience developing and maintaining Discord bots using Python and the Discord API
- * Proficiency in handling and manipulating data from external APIs and databases
- * Demonstrated ability to troubleshoot and debug bot issues, and to continuously improve and optimize bot performance and functionality

Link Shortener | *React, Node.js, MongoDB, JS, CSS, AntDesign*

- * Experience developing and maintaining link-shortening services, including building and deploying the necessary back-end infrastructure
- * Interacted with a database to store and show relevant history for links using mongodb
- * Created using modern and simplistic design to allow users to enjoy the experience

Political Atlas | *React, Python, MaterialUI, D3.js*

- * Website created to analyze different president speeches and provide an easy to see graph of emotions of each speech
- * Pagination of speeches to avoid long scrolling and better-looking design of speeches
- * It uses two APIs to analyze both text and speech and compares the emotions
- * Filtering system to search for a specific date, politician, or term

Unity Game | *Unity, C, Itch, Visual Studio Code*

- * Demonstrated experience creating 2D games using the Unity
- * Proficiency in C programming and experience with Unity's 2D game development tools and features
- * Strong understanding of game design principles and experience with implementing gameplay mechanics, user interface design, and visual effects