

# David (Yong Hwei) Toon

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Currently learning relevant technologies outside of the classroom to boost my qualifications.  
Please contact me for any additional information.

## EDUCATION

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**University of California, Riverside**  
*Bachelor of Science in Computer Science*  
**GPA:** 3.73

Riverside, CA  
*Sept. 2019 – Dec. 2022*

**Relevant Coursework:** Intermediate Data Structures and Algorithms, Intro to Software Engineering, Database Management Systems, Intro to Information Retrieval, Intro to Big-Data Management, Design of Operating Systems, Compiler Design, Design and Architecture of Computer Systems, Theory of Automata and Formal Languages, Software Construction, Logic Design, Intro to Embedded Systems, Discrete Structures

## EXPERIENCE

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**Software Development Engineer Intern**  
*Amazon*

Jun. – Sept. 2022  
*Sunnyvale, CA*

- Coming soon...

## PROJECTS

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**Spotters (individual contributions)** | *Javascript*

Sept. – Nov. 2021

- Web app that uses Spotify databases to provide specific analysis using location, date, rank, & song characteristics.
- Designed and implemented backend functions (add/update/remove) for two self-designed joined data structures.
- Designed and implemented backend analytics functions to compute and prepare data for frontend display.
- Utilized Incremental Analytics to reduce non-starting computing time of analytics functions from 33s to 4ms.

**Classic Pong** | *C, Git*

Mar. 2021

- Embedded systems hardware build (ATMega1284 microcontroller, LED matrix, Shift registers, Joystick, etc.).
- Implemented advanced ball physics (speed variation and spin).
- Implemented “AI bot” with different difficulty levels and option to replace “AI bot” with second player.
- Implemented interactive menu with game mode selection and score keeping.
- [LINK](#) to demo videos.

**Quiz Application** | *C++, Git*

May 2020

- Used by students to review for final exam.
- Object-oriented application using decorator, factory, and strategy design patterns.
- Customizable difficulties and modes (True/False & Multiple Choice).
- Utilization of UML Diagram to design system’s structure.

## TECHNICAL SKILLS

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proficiency: familiar | *learning*

**Programming Languages:** C/C++, Java, JavaScript

**Web Development:** HTML, CSS, *Bootstrap*

**Libraries/Frameworks:** *React, Node.js, Express.js*

**Databases:** SQL

**Developer Tools:** Git, VS Code, Eclipse

## LANGUAGE PROFICIENCY

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**Native or bilingual:** English, Mandarin

**Minimum professional:** Cantonese

**Limited Working:** Spanish, Malay

**Elementary:** Russian