# David Kang

a.k.a. Seung Gyu Kang | **2A Software Engineering**

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## Technical Skills

> Proficient: JavaScript, Java, Python, HTML, CSS | Dabbled: C, C++, C# | Learning: Ruby on Rails, Angular
> Frames/Libraries/Tools: React, Redux, GWT, JQuery, Selenium, Firebase, LibGDX, Box2D, Git, Mercurial

## Experience

> Front-End Developer @ Genesys Laboratories Inc. | *Markham, ON* *May 2017 – August 2017*

- Worked on two different interfaces of one product, tackling tasks for both throughout the term
- Designed & implemented new container and stateless functional components using **React** following unidirectional data flow and project structure defined by **Redux** setup
- Formulated and added accessibility features for old interface working with the **Google Web Toolkit**, written in **Java**, conferring with UI/UX team to ensure optimal experience for end users
- Implemented automated test suite framework for accessibility features using **Selenium** and **JBehave**
- Communicated effectively with international team members and managers across 4 time zones

> IRHS DECA Chapter Director of IT *2014 - 2016*

- Built and maintained the IRHS DECA chapter website using **JQuery** and **Express**, deployed on **Heroku**
- Parsed through past exams to create a multiple-choice practice platform for students
- Directed registration process and group study meeting sessions

## Projects

> Plan Me *MHacks 8*

- Intelligent calendar web app based on personal priorities determined using a learning algorithm
- Every time a new event or task is entered by the user, the app recommends/reschedules the week
- Built using **React** for front-end and **Firebase** for users/profiles management

> Bepple *Course Final Project (SE101)*

- A suite of multiple "applications" on the Tiva Launchpad C Board + Orbit Booster Pack platform that acts as a "smartwatch OS" using full set of I/O available (e.g. accelerometer, potentiometer)
- Rewrote low-level native bitmap rendering methods for more intuitive drawing and image modification
- Written in **C** and **C++** on the Tiva Energia platform (fork of Arduino)

> Inverzion *Personal Project*

- Fast-paced 2D platformer game: flip the sprite's color to match the platforms and survive
- Written in **Java** using **LibGDX** framework and **Box2D** physics engine
- Original assets and audio (Adobe Illustrator and FL Studio), currently refactoring in Unity

## Education

> University of Waterloo Candidate for Bachelor of Software Engineering, Class of 2021

- 93.05% Average | 3.94 GPA; Carl A. Pollock Engineering Scholarship & President's Scholarship

## Awards

> 2nd Place in Waterloo Engineering Competition, Programming Event *2016*
> CEMC Math Contests *2012 ~ 2016*

- 97th percentile in Euclid Math Contest X 2, 1st place in Canadian Intermediate Math Contest X 2

## Other Interests

> Music: The Water Boys A Cappella group, ICCA Finalists, Assistant Musical Director