

Ray Hung

COMPUTER SCIENCE JUNIOR

✉ howard88tw@gmail.com | 🌐 ruize-hung | 1-650-391-5309

Education

Georgia Institute of Technology

COMPUTER SCIENCE (JUNIOR) - GPA 4.00/4.00 (FACULTY HONORS)

Courses: Systems and Networks, Data Structures & Algorithms, Objects and Design, Statistics & Applications

Atlanta, Georgia

Aug 2020 - Now

De Anza College

COMPUTER SCIENCE (SOPHOMORE) - GPA 4.00/4.00 (DEAN'S LIST)

Courses: C++/Java programming, SQL, Linux, Network Security, Linear Algebra, Differential Equations

Cupertino, California

Jan 2019 - Jun 2020

National Taiwan University

CHEMICAL ENGINEERING (FRESHMAN) - GPA 4.26/4.30 (TOP 1%)

Courses: Calculus, General Physics & Lab, General Chemistry & Lab, Mass & Energy Balance, Engineering Graphics

Taipei, Taiwan

Sep 2017 - Jun 2018

Professional Experience

EyeLevel.ai

DATA ENGINEER INTERN

- Used Python, Node.js, Postgres SQL to build a chatbot conversation analyzer that fetches conversation data from Facebook Graph API to analyze conversations and provides statistical results.
- Evaluated statistical results to obtain valuable insights into drop-offs, inconsistency, and dead-ends in conversations between chatbots and users.

Remote/California

Jul 2019 - Sep 2019

YektaSonics Inc

SOFTWARE ENGINEER INTERN

- Optimized C++/Python/Arduino beam-former calibration software and oscilloscope communication, making it 10x faster.
- Integrated small functional software components into a high-level human-machine interface software.
- Wrote shell scripts to automate beam-former software testing.

Los Gatos, California

Aug 2019 - Sep 2019

Extracurricular Experience

National Aeronautics and Space Administration (NASA)

STUDENT PRINCIPAL INVESTIGATOR - NASA PROPOSAL WRITING & EVALUATION EXPERIENCE ACADEMY

- Led a team of 7 college STEM major students to design and write a 7-page proposal about an "Advanced Virtual Reality Exercise System" that helps astronauts achieve 100%+ prescribed exercise completion rate.
- Our proposal was one of the top 4 rated among around 15 proposals.
- Learned the best practice of writing professional proposals and proposal evaluation procedures from NASA.

Remote/California

Sep 2019 - Nov 2019

NASA LUCY STUDENT PIPELINE ACCELERATOR AND COMPETENCY ENABLER (L'SPACE) MISSION CONCEPT ACADEMY

- Remotely cooperated with STEM major students to design a mission concept of characterizing a hydrocarbon sea (mare) on Titan, the largest moon of Saturn, and write a 35-page Preliminary Design Review (PDR).
- Used JMARS (a Planetary GIS Software) to find the best landing site for our probe.
- Learned mission procedures and protocols from NASA engineers and scientists.

May 2019 - Aug 2019

Technical Projects

Royal Demons is a Dungeon Crawler game written in Java that won the Best Project Competition out of a total of 114 teams in Gatech Objects and Design course. Implemented maps, procedural generation, doors, spawning enemies, dropping items, NPC, and some UI. [Demo video here](#).

Awards & Honors

U.S. National Top 30 - 2019 American Mathematical Association of Two-Year Colleges (AMATYC) Math Competition

Dean's List - For all quarters at De Anza College

Presidential Award (Top 5% in class) - For both semesters at National Taiwan University

Skills

Programming Languages & Frameworks: Python, C++, Java, javascript/typescript, express, SQL, HTML

OS & Tools: AWS, FireBase, Mac OS, Linux, Windows, Git, Visual Studio Code, IntelliJ IDEA, Visual Studio, Final Cut Pro