

Joshua Dong

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Summary

- Looking to learn something new in a challenging 2016 summer internship
- Experience in testing, automation, AI, web technologies, and project leadership
- Graduating in 2017 with statistics and software engineering

Education

- University of Texas at Austin 2012-2017
- Electrical Engineering and Mathematics double major, expected graduation May 2017
 - IEEE Computer Society project manager and corporate relations officer (2014-2015)
- Korea University Semester Abroad 2015
- Information theory, programming languages, pattern recognition, and abstract algebra classes

Experience

- GoDaddy Internship 2015
- LESS+React.js work for scalable website builder tools
 - Node.js REST API development for URL shortener interface
 - .NET backend development and testing in C# for Windows IIS APIs
- Python-Jamo (pypi.python.org/pypi/jamo) 2015
- Python module for Hangul character synthesis and decomposition into jamo
 - Heavily tested with Travis CI and Python unittest with Sphinx documentation on ReadTheDocs
- Minecraft Client API (MCC) (github.com/NosotrosNueces/mcc) 2014-2015
- Pure C client API for automation, game-mechanic testing, bot creation
 - Event-driven design wrapping socket decryption/thread layer designed from scratch
- MIT Battlecode (battlecode.org) 2014, 2015
- Java AI programming (vector fields, genetic algorithm parameterization, OOP design, A*, CBR)
 - Case Based Learning approaches and game abstraction using Java 8
- Undergraduate Research under Sriram Vishwanath 2013-2014
- Lead Ourly app development team as integration supervisor and project manager
 - Flask, PostgreSQL, Android, iPhone, Node.js, MongoDB development
- RetailMeNot, Inc. Summer Internships 2013, 2014
- Designed machine learning spam filter for user-generated content
 - Implemented REST API backend for Disqus-like commenting system
 - Python AWS CRUD API developer: EC2, S3, SQS with unittests running on Travis CI
- RTS AI Development 2010-2012
- Led team for 2011 AI for Interactive Digital Entertainment (AIIDE) Starcraft AI competition
 - Dortmund University of Technology's Computational Intelligence and Games (CIG) 2011 Starcraft AI competitor (s11-www.cs.uni-dortmund.de/rts-competition/starcraft-cig2011)

Skills

Languages: Python, C, Erlang, Javascript, Java, C++, OCaml

Frameworks and Libraries: Flask, unittest, pthread, Node.js, JUnit, OTP, ...

Other: *nix (configurations, admin, ...), version control (git), debugging, security, CI (Travis), \LaTeX

Miscellaneous

- Fluent in English and Chinese, elementary proficiency with Korean, enjoys studying natural language
- Martial arts practitioner for over ten years, member of UT Wushu team
- Founded high school hip hop dance club and still enjoys break dancing
- Ask me (github.com/JDongian) about my projects!