Joshua Dong

10336 Kilmarnock Drive, Austin, TX 78726

(512) 917-8236 — jdong42@gmail.com

Summary

- Looking to learn something new in a challenging 2016 summer internship
- Experience in testing, automation, AI, web technologies, and project leadership github.com/JDong820
- Planning to study distributed systems in a doctorate program

Education

University of Texas at Austin   2012-2017

- Electrical Engineering and Mathematics double major
- 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/pthread layer designed from scratch

MIT Battlecode battlecode.org   2014, 2015

- Java AI programing (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 Technologys 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 skills: *nix (configurations, Vim, . . .), version control (git), debugging, security, CI (Travis), LaTeX

Miscellaneous

- Fluent in English and Chinese, elementary proficiency with Korean
- 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 about my other projects!