Joshua Dong

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Summary

- Looking for challenging work at a fast-paced company starting December 2016
- Experience in testing, automation, AI, web technologies, and project leadership

Education

University of Texas at Austin   2012-2016

- Computer Engineering (software focus), Mathematics (statistics focus) double major
- IEEE Computer Society project manager and corporate relations officer (2014-2015)
- Grading for Software Testing, Algorithms

Korea University Semester Abroad   2015

- Information theory, programming languages, pattern recognition, and Korean language classes

Experience

Praetorian Internship   2016

- Security penetration testing and remediation on .NET, Snap (Haskell), GWT, and others
- Crowdsourced `IoT scanning` integrating Docker, Android, Raspberry Pi, ZigBee, and Bluetooth

GoDaddy Internship   2015

- LESS+React.js on modified koa 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

Undergraduate Research under Sriram Vishwanath   2013-2014, 2016

- Lead app development team as integration supervisor and project manager for Ourly
- Flask, PostgreSQL, Android, iPhone, Node.js, MongoDB development
- Developed full duplex wireless link layer (Ettus USRP, ZedBoard) for GenXComm

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 wrappers unit tested with Travis CI

RTS AI Development   2010-2012, 2014, 2015

- Led team for 2011 AI for Interactive Digital Entertainment (AIIDE) Starcraft AI competition
- Dortmund University of Technology `Computational Intelligence and Games (CIG)` 2011
- Java AI programing for `MIT Battlecode` (2014, 2015)

Skills

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

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

Other: *nix configuration, git, security, CI, embedded systems, Android development, mathematics

Flavor

- Fluent in English and Chinese, elementary proficiency with Korean, French
- Martial artist for over ten years, member of UT Wushu team, founded high school hip hop dance club
- Ask me (`github.com/JDongian`) about my projects!