

# 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](http://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](https://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](http://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](http://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), L<sup>A</sup>T<sub>E</sub>X

## 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 ([github.com/JDongian](https://github.com/JDongian)) about my other projects!