JOSHUA CHING

Systems Design Engineering, University of Waterloo

joshuaching.github.io
github.com/joshuaching
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Technical Skills

Languages
Java
Python
C++
JavaScript
HTML5
CSS3

Libraries
Android SDK
RxJava
Retrofit
Socket.io
D3.js
Less.js
jQuery

Tools
Git
Bash
Splunk
DataGrip
PostgreSQL
Charles Proxy
Android Studio
PyCharm
Jenkins
Jira

Education

Systems Design Eng.
BASc with Distinction
University of Waterloo

Relevant Courses:
- Software Design
- Database Systems
- Data Structures and Algorithms

Interests

Ultimate Frisbee, Breakdancing, Hiking, Pool, Audio Recordings, Guitars, Drums, Gaming, Board Games

Work Experience

Software Engineer, *Microsoft*   Sep 2018 - Present
- mixer.com team doing mobile web development from Sep 2018 - June 2019
- Xbox Live family team doing mobile development from July 2019 to present

Backend Software Engineering Intern, *Yelp*   May - Aug 2017
- Developed feature on the search endpoint to improve search retention
- Improved nearby suggestions endpoint to power client side category suggestions
- Used Splunk, Jupyter Notebook and pandas library to analyze experiment metrics as well as ensure features to be within performance benchmarks

Android Software Engineering Intern, *Yelp*   Sep - Dec 2016
- Took ownership to implement bookmark collection features in Yelp Android
- Used tools such as Systrace, GPU rendering profiler, and method tracer, to investigate views with poor performance
- Wrote clean and maintainable code using the Model-View-Presenter architecture

Software Developer Intern, *Shopify*   Jan - Apr 2016
- Worked on an Android shopping application and open source project Buy SDK
- Used Retrofit to support Shopify's Customer API and Checkout API
- Analyzed and resolved issues related to UI, network caching, and unit testing

Software Engineering Intern, *Zynga*   May - Aug 2015
- Implemented features and debugged issues for Android Word Streak With Friends
- Integrated bash script with Jenkins to improve continuous integration
- Took initiative to prototype and pitch a game concept to improve user growth

Web Developer Intern, *Ontario Institute for Cancer Research*   Sep - Dec 2014
- Interviewed lab managers to design and develop personalized websites
- Extended, integrated, and documented internal client-side JavaScript APIs

Projects

jPlayer, *on Google Play (5500+ downloads)*   joshuaching.github.io/jplayer
An Android application enabling users to browse their music without touching their device through the use of the device's proximity sensor

4 Squares, *on Google Play (1000+ downloads)*   joshuaching.github.io/4squares
An Android game that challenges the user's reaction speed
- Tools: Google Play Game Services SDK, Chartboost SDK

Mini Brawl   minibrawl.herokuapp.com
A multiplayer online web game where users compete in real time
- Tools: Node.js, Socket.io, Heroku, Canvas, JavaScript

Taskr   github.com/ProjectTwentyFive/task-sourcing
A web application to outsource tasks as well as complete tasks for compensation
- Tools: Laravel Framework, PostgreSQL, PHP

Browser Text   github.com/joshuaching/browsertext
An Android application enabling users to send text messages via the desktop web browser through the use of an embedded Jetty server