

JOSHUA CHING

Systems Design Engineering, University of Waterloo

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Technical Skills

Languages

Java
Swift
C++
JavaScript
HTML5
CSS3

Libraries

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

Tools

Git
Bash
Charles Proxy
Android Studio
Genymotion
Eclipse
Vagrant
Jenkins
Jira

Education

Candidate for BAsC
Systems Design Eng.
University of Waterloo
(2018 expected)

Udacity Online Courses:
Developing Android Apps
iOS UIKit Fundamentals
Intro to iOS development
Learn Swift Programming

Interests

Ultimate Frisbee,
Breakdancing, Audio
Recordings, Guitars,
Drums, Board Games

Work Experience

Android Developer, Shopify Jan - Apr 2015

- Android development for shopping application “GREATS” and open source project Android Buy SDK
- Conceptualized, designed, and implemented solutions using Retrofit to support Shopify's Customer API and Checkout API
- Analyzed and resolved issues related to UI, network caching, and unit testing

Software Engineering, Zynga May - Aug 2015

- Implemented features and debugged issues for Android Word Streak With Friends
- Integrated bash script with Jenkins to improve build procedure by 20%
- Took initiative to prototype and pitch a concept to improve user growth to game studio manager

Android Developer, Knowledge Makes Cents Sep - Dec 2014

- Led team to develop an Android application for money management
- Conducted user experience reviews on user interface designs with client
- Analyzed client's goals to prototype solutions

Web Developer, Ontario Institute for Cancer Research Sep - Dec 2014

- Won internal hackathon developing the front-end of a web-ssh application
- Extended, integrated, and documented internal client-side JavaScript APIs
- Interviewed lab managers to design and develop personalized websites

Web Developer, Ontario Institute for Cancer Research Jan - Apr 2014

- Created HTML email templates and prototyped an automated web presentation
- Conducted browser-compatibility, usability, and security tests
- Collaborated with stakeholders and managed content of 4 websites concurrently

Projects

jPlayer, on Google Play (3400+ downloads) joshuaching.com/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 (600+ downloads) joshuaching.com/4squares
An Android game that challenges the user's reaction speed

- Tools: Google Play Game Services SDK, Chartboost SDK

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

Meme Maker github.com/joshuaching/mememaker
An iOS application written in Swift to create, share, and save memes

Mini Brawl minibrawl.herokuapp.com
A multiplayer online web game where users compete in real time

- Tools: Node.js, Socket.io, Heroku, Canvas, JavaScript

Mini Person, in progress github.com/joshuaching/miniperson
A survival game built using Unity's 3D engine and self-modelled 3D assets

- Tools: Unity's 3D engine, Blender, C#