Howard Lung Hao Tung

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EDUCATION

MS. Software Development   **Aug 2022 – Present**
University of Utah | School of Computing   GPA: 4.0 / 4.0

BS. Information Communications   **Sep 2018 – June 2021**
Chinese Culture University | College of Journalism and Mass Communications   GPA: 3.75 / 4.0

Skills:

Programming:	Dart	Python	JSON	Javascript C++	*Database:*	SQLite	Firestore	MySQL
Software:	Adobe Premier Pro	Adobe After Effects CC			*Framework & Tools:*	Flutter	Git	Figma

PROJECT

DNS Resolver – <u>Coursework</u> | Java Application   January 2023 – January 2023
- Exerted Java to write a caching DNS Resolver. Listen for incoming DNS requests. When it receives one, it will check its local cache (a hash table) and, if it has a valid response in its cache for the query, it will send a result back right away. Otherwise, it will forward the request to Google's public DNS server at 8.8.8.8 and store Google's response in the local cache, then send back the response.
- Demonstrated expertise in UDP sockets and decoding the DNS protocol using Wireshark.

MovieAddict – <u>Side Project</u> | Mobile App   June 2021 – December 2021
- Developed an innovative user interface movie application showcasing movie theater locations and movie playtimes and storing bookmarked info in Hive, a local database within Flutter framework.
- Utilized Figma to construct prototype, wireframe, and create the workflow.
- Programmed the language with Dart using JSON as the output file of Movie-Web-Scraping and Flutter framework as the primary source.

Movie-Web-Scraping – <u>Side Project</u> | Output File   May 2021 – October 2021
- Captured data from the Taiwan Yahoo Movie website using Beautiful Soup in Python and transformed it into JSON format for the movie app.
- Around 150 movies were captured at the initial start, and the capability is subject to change based on how many movies are on the website at the given time.

Graduation Points (GP) – <u>Capstone Project</u> | Mobile App   October 2020 – May 2021
- Collaborated with 4 student researchers as the lead programmer and developed an application that helps students to find information regarding the graduation requirement (PCCU-Passport) efficiently.
- Utilized Flutter and SQLite as the local database; used ChromeDriver and Beautiful Soup in Python to capture .xlsx from the school website to convert to a clean .csv format and uploaded to Firebase.
- Designed the history function that allows users to record past activities and store photos, and the add-to-favorites function enables users to save preferred activities.

WORK EXPERIENCE

Lecturer | Codingapes School | Taipei, Taiwan   March 2021 – June 2021
Scratch Programming: AI Robotics
- Utilized Scratch visual programming language to teach AI Robotics to students aged 10 - 12.
- Illustrated AI automatic translating function of mBlock5 and instructed on entering color recognition programs to the coding robot Codey Rocky.