Howard Lung Hao Tung

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EDUCATION

MS. Software Development

Aug 2022 – May 2024 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

WORK EXPERIENCE

Web Developer & User Experience Assistant | J. Willard Marriott Library

June 2023 – Present

- Proficiently resolve website-related issues reported by library employees using Jira project management software. This includes adding elements and editing pages, utilizing WordPress and Omni CMS.
- Implement custom PHP functions to enhance website functionality, resulting in improved user interactions and efficiency.
- Conducted thorough quality checks on all library website pages, ensuring they met design standards and were free from style issues, typos, and other errors.

PROJECT

UBetterSurplus – Capstone Project | Web Application

October 2023 – Present

- Developed a dynamic and efficient Web Application using React, JavaScript, C#, Entity Framework Core and ASP.NET Core, integrating a responsive and visually appealing user interface through Figma and Fluent UI Design principles.
- Established secure user authentication features with JWT (JSON Web Tokens) and BCrypt.
- Devised a data extraction mechanism to retrieve real-time inventory information from the University of Utah surplus store's frequently updated PDF file, eliminating the need for manual searches. Extracted data is stored in MySQL.
- Utilized **DBML** and **Entity Relationship** (ER) diagrams to design and optimize the database structure, ensuring data integrity and efficient retrieval.

University of Utah Surplus Store – Side Project | Data Integration Application

September 2023 – October 2023

- Extracted data from the University of Utah Surplus store website in PDF format using Python, transforming it into JSON for testing, and then integrated it into MySQL for my capstone project.
- Processed approximately 600 items, sanitizing data. Capability is subject to change based on the number of items available on the website at a given time.

<u>MovieAddict</u> – <u>Side Project</u> | *Mobile Cross-Platform Application*

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.

Graduation Points (GP) - Capstone Project | Mobile Cross-Platform Application

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.

SKILLS & TECHNICAL TOOLS

Java | JavaScript | C# | Firebase | Flutter | React | MySQL | C++ | Python | Kotlin | Dart | SQLite | HTML | CSS | Git | JSON | Figma | Jupyter Notebook | Adobe Premier Pro | Adobe After Effects CC