Kevin Tung

Software Engineer / Full Stack Developer

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SKILLS   React.js, Ruby, Rails, JavaScript, Redux, jQuery, relational/non-relational databases, SQL, MongoDB, Git, HTML, CSS

PROJECTS

Bored-Room   Live Site | GitHub
A board game web platform to connect players using: Mongo, Express, React/Redux, Node, Socket.io
- Spearheaded the frontend game design and game animation implementation by engineering a queue system for HTTP requests which improved the UX to close the gap between virtual and physical play.
- Maximized efficiency and scalability on the backend when incorporating future games by utilizing the state design pattern which allows all game actions to be updated through a single HTTP route
- Overhauled the friending system for our database to allow users to request, accept, and block friendships for a more personal gaming experience.

Relay   Live Site | GitHub
A Slack clone using: Rails, React/Redux, Action Cable, PostgreSQL, JavaScript, HTML, CSS
- Devised a system that allowed users to send and receive real-time chat messages and updates by utilizing websockets via Rail's Action Cable.
- Overcame the issue of heavily repeated code by leveraging polymorphic associations within Active Record to generate relationships between users, workplaces, channels and groups.
- Showcased responsive web design by merging the CSS grid system and JavaScript to construct draggable divs that would resize the sidebar and chat windows.

Can I Canvas?   Live Site | GitHub
A JavaScript webapp to teach beginners the Canvas API/library using: JavaScript, HTML5, Canvas, CSS
- Integrated the CodeMirror library connected to an iframe element to enable real-time code editing within a web browser.
- Applied a combination of RegExp and pixel image matching using mean square error in order to compare user input to correct solutions within a given threshold.

EXPERIENCE

Precise E-Learning - Shanghai, China   May 2018-Feb 2019
Bilingual Broadcaster
- Operated as an English audio broadcaster and video editor for an online education platform designed to teach English using machine learning.
- Analyzed, collected and logged online resources for teaching English grammar, vocabulary, reading, writing and speaking.
- Researched IRT theory and use cases in order to create English descriptions of the company's methods and goals.

Vin Di Bona Productions - Los Angeles, CA   Jan 2015-Aug 2016
Digital Editor/Content Producer
- Managed and edited short-form content including compilations, sizzles, and graphics for America's Funniest Home Videos' YouTube, Facebook, and Vine.
- Wrote and produced an AFV App commercial promo for the show, which upon airing increased application downloads 500% from an average of 5,000 every weekend to a peak of 26,008 over two days.
- Produced specialized promotional content based on current trends for AFV's partners including MSN, AOL, and Dailymotion.

Emerson Paramount Center Film Sound Stage - Boston, MA   Sept 2012-Dec 2015
Technical Support Specialist
- Trained faculty and students on proper and safe operation of soundstage film equipment.
- Taught staff advanced digital camera technical standards (Raw, Log, Chroma-subsampling, encoding vs transcoding, bit-rate vs bit-depth).

EDUCATION

App Academy - Intensive software development course focusing on full stack web development (Spring 2022)
Emerson College - BA - Visual & Media Arts (Spring 2015)