Kody Cheung

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Education

University of California, Irvine   June 2018
Bachelor of Science in Computer Science, Minor in Mathematics

Experience

UCI eSports Arena   September 2016 – Present
Student Staff Supervisor
- Manage shifts for general staff members and supervise arena shifts
- Provide technical customer support and resolve issues through UCI OIT
- Built and set up 80 PCs with a full set of peripherals and created the layout for each station in the arena
- Ran scripts and imaged all 80 computers through Active Directory services to prepare each device

YEI Engineers, Inc.   July 2016 – September 2016
Summer Intern
- Managed the company's LAN network through Windows Server 2012 R2
- Illustrated short circuit diagrams to accompany MVA Method calculations for electrical systems
- Built and upgraded computers for new employees, and utilized pivot tables for company inventory

Select Projects

Web Application   April 2017
Movie database
- Created a website using Java servlets as the backend to run MySQL queries to display information from the movie database on a JSP page
- Utilized Amazon Web Services to host a Tomcat server for web app deployment on a Linux instance

Web Application   April 2017
Food Ordering Website
- Built a website from scratch, using HTML5/CSS3 and Javascript/JQuery for the frontend
- Integrated Node.js and utilized Express and Mongoose modules for the backend
- Maintained a database in MongoDB and used AJAX calls to pull menu/cart/user data

Kaggle Competition   March 2017
Ensemble of learners
- Combined a KNN classifier, an SVM kernel, a random forest of tree classifiers, an adaptive boosted learner, a gradient boosted learner, and a neural network learner into an ensemble to predict rainfall at a location
- Analyzed a large data set using numpy, seaborn, and pandas libraries in Python

MedApp Jam   November 2016
Handoff Helper
- Wrote an medical Android application with a team in Android Studio that expedited ER handoffs
- Designed each activity page and coded the XML layouts for each one
- Assisted in the implementation of Google Firebase into the app to pull doctor and patient data

Data Structure Implementation & Analysis   April 2016
Othello AI, Maze Generator, & Map Graph
- Implemented an Othello AI in C++ using binary search trees
- Created a maze generator and solver that utilized a depth-first search algorithm
- Wrote a directed graph that implemented Dijkstra's algorithm as a map

Skills

Technical: Python, C++, C, Java, SQL, HTML5, CSS3, Javascript/JQuery, x86 Assembly
Technologies: Node.js, Express.js, Mongoose.js, MongoDB, Apache Tomcat
Spoken: English, Cantonese, Mandarin (Basic)