

Lingduo Kong

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(Apply for Full-Time Software Engineer)

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<https://github.com/LingduoKong>

Education

The University of Chicago	<i>M.S. candidate in Computer Science</i>	Chicago, Illinois
GPA 3.5/4.0		Except graduate in Dec 2015
Sun Yat-sen University	<i>B.E. in Intelligent Transportation</i>	Guangzhou, China
GPA 3.6/4.0		Jun 2014

Experience

Software Engineer Intern	<i>HealthEngine LLC</i>	Jun 2015 – current
<ul style="list-style-type: none">• Build the concierge call center with English and Spanish options and extension numbers• Decrease the 75% latency of catching an available concierge line by optimize algorithm of arranging arriving calls• Monitor of live calls and record of call history displayed in a web page, which can be filtered by call metrics• Integrate incoming phone numbers with registered users from PostgreSQL database as caller recognizer• Apply Ruby on Rails as backend Framework and Bootstrap as frontend framework• Deploy the application with Passenger and Apache		
Web Developer	<i>The University of Chicago (Computing Institute)</i>	Feb 2015 - Jun 2015
<ul style="list-style-type: none">• Create and maintain a website as the interface of a graph database ProveDB• Display Graph data module with JavaScript D3 and Accomplish a single page application with AJAX• Build a QA comment line tool with Github API and Trello API in Ruby• Check fixed issues box in Trello card automatically when issue number is mentioned in the commit of Github• Move a finished card from issue's list to finished one when all issues of a card are checked		

Skills

Programming Languages:	JAVA, Objective-C, Ruby, HTML, JQuery, CSS, SQL, C, and C++
Programming Environment/Server:	Mac OS, UNIX/Linux, Windows, EC2

Project Experience

Mini Trading Engine	<i>Personal Project</i>	Apr 2015 – Jul 2015
<ul style="list-style-type: none">• Implement trading process with ask, bid price and qualities with automatic deal report function• Accomplish a distributed stock trading system with JAVA and Apache message channel		
Social Network Sites	<i>Personal Project</i>	Apr 2015 – Jun 2015
<ul style="list-style-type: none">• Accomplish a mini Twitter based on Ruby on Rails and Bootstrap• Implement sending messages, posting twitter, following others and marking a twitter as the favorite• Handle a static page view, like and comment with AJAX and deploy it on AWS with Passenger and Apache• Finish a WAMP version with PHP, HTML and MySQL		
Weather APP (a forecast iOS app)	<i>Personal Project</i>	Feb 2015 - Mar 2015
<ul style="list-style-type: none">• Search a city from Open Weather API and add it to a default list, then show detail info in the following nested scroll views• The home page shows cities saved in the default list, which adds current city automatically• Display cities in a map marked as weather icons, which are clickable for more info or switched by a bookmark• Implement night reading mode, dynamic type, notification center and current location• Allows users to set customized time and city for the notification		
Web Server	<i>Team Member</i>	Jan 2015 - Mar 2015
<ul style="list-style-type: none">• Implement a web server using JAVA and Socket• Support GET and HEAD requests and persistent connections from browsers or shells• Support remote URL mappings for redirects and encrypted connections via HTTPS• Listen simultaneously on HTTP and HTTPS ports by multithread• Be able to identify the following types of files: text/html, text/plain, application/pdf, image/png, image/jpeg		
Air Battle Game	<i>Personal Project</i>	Nov 2014 - Dec 2014
<ul style="list-style-type: none">• Based on a simple game engine in JAVA• Design a simple AI for computer player as an enemy• Implement multi-player model by configuring users' action with multithread• Accomplish recording points, fire power upgrade, life increment and fancy explosions with JAVA swing		