Nicholas Chung

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Education

California State University of Fullerton   Fullerton, CA
M.S. in Computer Science — GPA: 4.0   *Aug. 2024 - May 2026*
Coursework: Machine Learning, Advanced Algorithms

California State University of Fullerton   Fullerton, CA
B.S. in Computer Science — GPA: 3.67   *Aug. 2020 - May 2024*
Dean's List: Spring 2021, Fall 2021, Spring 2022, Fall 2022, Spring 2023, Fall 2023, Spring 2024

Coursework: Algorithms, Object-Oriented Programming, Data Science, Database Systems, Compilers, Operating Systems, Computer Communications, Software Engineering, Computer Architecture, Swift Development, Cybersecurity, Web Front-End, Web Back-End, Game Design, Artificial Intelligence

Technical Skills

Languages: C, C++, C#, Python, Swift, In-Line x86 ASM, HTML/CSS, PHP, JavaScript, R
Developer Tools: GitHub, Git, VSCode, VSCode Community, XCode, RStudio, Unity, Scikit-Learn

Experience

Supplemental Instructor   January 2022 – Present (During Academic Year)
California State University of Fullerton   *Fullerton, CA*
- Focused on covering programming fundamentals, data structures, algorithms, and object-oriented programming.
- Supported 10 students on average by hosting bi-weekly study sessions focused on programming fundamentals, which improved their grades by 30% and led to a 15% higher course pass rate.
- Simplified complex C++ and ASM topics through interactive group activities, boosting average exam scores by 20% and receiving positive feedback from 90% of participants.
- Developed and implemented 10+ reusable lesson plans, which were adopted by the department to improve the continuity and effectiveness of future instructional sessions

Coding Tutor   June 2023 – September 2023
CoderSchool   *Cerritos, CA*
- Led one-on-one coding sessions and designed interactive lesson plans for K-12 students, improving comprehension by 35%, increasing participation by 20%, and achieving a 95% project completion rate.
- Introduced students to game development with Scratch and collaborated with tutors to refine instruction, contributing to a 20% improvement in overall program satisfaction based on student and parent feedback.

Projects

Sentimax / *Python, Machine Learning, Deep Learning, NLP, Flask, React*   August 2024 – Present
- Developed an AI-powered text sentiment analysis tool that classifies emotions using NLP and ensemble learning.
- Engineered a system to analyze emojis, slang, and informal text, improving sentiment detection accuracy.
- Optimized model performance, reducing inference time and enhancing accuracy with ensemble learning.
- Built a Flask API and React + Vite frontend for real-time sentiment analysis with a user-friendly interface.

Fruit Catching Game / *C#*   January 2024 – May 2024
- Developed a 2D physics-based game in Unity using C# with real-time collision detection.
- Built a responsive UI and improved performance by minimizing object use.
- Utilized Unity Profiler to analyze memory usage and optimize rendering for smoother gameplay.

Moyai Game Info Website / *HTML, CSS, JS, Flask*   August 2023 – May 2024
- Developed a user-friendly website for easy game information lookup using HTML, CSS, JS, and Flask.
- Integrated YouTube and Steam APIs to display relevant game details, videos, and updates.

Publication

Nicholas Chung and Mira Kim, "Sentimax - AI Analysis of Slang and Emoji for Enhanced Informal Text Understanding", 29th IEEE International Conference on Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing, June. 2025. (Submitted)