Nicholas Chung

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Education

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

California State University of Fullerton Fullerton, CA
B.S. in Computer Science — GPA: 3.65 *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

Experience

Supplemental Instructor January 2022 – Present (During Academic Year)
California State University of Fullerton *Fullerton, CA*
- Provided support for students by hosting bi-weekly study sessions, reinforcing concepts and challenging topics.
- Focused on covering programming fundamentals, data structures, algorithms, and object-oriented programming.
- Simplified C++ and ASM topics through group activities and coding exercises, aiding student success.
- Created reusable lesson plans and activities for use by current and future supplemental instructors.

Coding Tutor June 2023 – September 2023
CoderSchool *Cerritos, CA*
- Instructed aspiring game developers in Scratch through hands-on coding.
- Facilitated one-on-one coding sessions for K-12 students, improving programming comprehension.
- Designed engaging lesson plans to captivate student interest and ensure enjoyable learning.
- Enhanced instruction through collaboration with tutors, incorporating feedback for improvement.

Projects

T-Rex AI Model | *JavaScript, HTML, CSS* March 2024 – May 2024
- Developed an AI for *"Google Dino Run"* that improves performance through machine learning.
- Implemented reinforcement learning algorithms to enhance the motivation of the dinosaur AI.
- Employed a *"Chrome Dino Game"* game from GitHub to use as an environment for the AI to train.
- Developed a point system to reward or penalize the AI based on its correct or incorrect actions.

Fruit Catching Game | *C#* January 2024 – May 2024
- Designed a game about a farmer trying to save his farm from bad fruits.
- Ensured an easy yet interactive experience for the user with the implementation of a simple UI.
- Employed the built-in features of Unity within VSCode to make the code more optimal.
- Created custom sprites to make the game feel more unique with Piskel

Moyai Game Info Website | *HTML, CSS, JS, Flask* August 2023 – May 2024
- Crafted a user-friendly website that allows for easy game information access given a name or word.
- Integrated YouTube and Steam APIs to provide relevant game information and videos.
- Simulated an authentication system using stored user data for login verification.
- Established simple UI that is easy to navigate and provides necessary information