

# PETER SUNG

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## SKILLS

- **Programming Languages:** Java, C++, C, Python, Scheme, Bash, Perl, C#
- **Frameworks & Technologies:** Selenium, JUnit, Git, Mercurial, JIRA, Qt, JAX-RS, MVC, REST, Swing, YAML, X11, JMeter, Tomcat, Maven, SVN, Perforce, Squish

## WORK EXPERIENCE

**UniPrint.net** - Software Developer (Toronto, Ontario) May 2018 – Present

- Ported a proprietary Windows-only client to Linux based operating systems to allow customers to use the client using Linux operating systems
- Utilized the Qt framework to ensure the interface style was consistent across multiple Linux distributions
- Researched about cryptography to implement encoding and decoding modules to safely store confidential information, such as user credentials

**OpenText Corp.** - Software Developer (Richmond Hill, Ontario) Sept. 2017 – Dec. 2017

- Designed and implemented an automation testing tool to test a web application, which used Selenium to interact with multiple browsers
- Applied Scrum methodology to Agile software development
- Performed code reviews for colleagues working on different software to ensure the code was up to standard before being used

**Symantec Corp.** - QA Software Engineer (Waterloo, Ontario) Jan. 2017 – Apr. 2017

- Executed test cases for a regression testing phase prior to releasing a new branch of a web application
- Implemented and edited script files in Perl for automated testing
- Evaluated new features and created test cases based on feature requirements

**SAP Inc.** - Software Quality Assurance (Waterloo, Ontario) May 2016 – Aug. 2016

- Created ObjectMap files for automation test scripts to make it easier to maintain test scripts when the application under test changes its object names
- Performed both manual and automated testing over a variety of software versions on different operating systems using virtual machines

## PROJECTS

**Quiz Mania: Flag Edition** - Android application Winter 2018

- Built a quiz application for android devices in Java using Android Studio
- Implemented with intents and a model to share information between activities, including player's choices to allow the player to make modifications to their answers between multiple questions

**Paint** - Java Swing application Winter 2018

- Constructed a paint application that allows the user to draw, select, and modify shapes with different colours, stroke widths, and transformations
- Implemented MVC architecture to efficiently manage data, user interfaces, and their interactions

**Frogger** - C++ X11 program Winter 2018

- Created a clone of Frogger that captures keyboard inputs to control the frog and dodge moving obstacles, progressing through levels of increasing difficulty
- Used X11 to animate obstacles and manipulate frog movements in game window

**Chamber Crawler** - C++ program Winter 2016

- Developed a text-based dungeon crawler game using an object-oriented design
- Collaborated with a partner, which required teamwork, good communication and consensus building

## EDUCATION

**University of Waterloo** (Waterloo, Ontario) September 2014 - December 2019 (Expected)

Candidate for Bachelor of Computer Science, Honours