Tszfai Choy - Available Summer Fall 2024 or Spring Summer 2025

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Education

Rochester Institute of Technology – Bachelor of Science in Software Engineering, GPA: 3.5   Expected May 2026

Skills

Languages: C++, Python, Java, JavaScript, TypeScript, C, SQL, HTML/CSS
Frameworks/Libraries: React, React Native, Angular, Spring, Tailwind, Bootstrap, Node, Express, SASS
Tools: GitHub, Docker, PostgreSQL

Experience

Course Assistant, Rochester Institute of Technology – Rochester, NY   September 2023 – Present
- Organize and lead weekly software engineering workshops to help students tackle challenging software engineering problems and improve their analytical skills and coding prowess with Java and Python
- Guide a cohort of 30 students in understanding complex software engineering concepts, facilitating their learning and skill development

Frontend Technical Lead , International Socioeconomics Laboratory – Remote   January 2021 - February 2022
- Spearheaded a team of 9 developers in the creation of contemporary and responsive websites utilizing HTML, CSS, and JavaScript, ensuring high-quality deliverables for a nonprofit organization
- Utilized Agile development methodologies within a 9-member team, emphasizing iterative improvements to optimize project efficiency and adaptability.
- Coordinated with UX/UI designers to ensure the technical feasibility of designs, while also advocating for user-centric approaches in all project phases

Tech Blogger, STEM From Scratch – Remote   March 2021 - March 2022
- Composed and edited 30+ articles focused on Data Structures and Algorithms, catering to a substantial monthly readership of over 1,000 viewers

Frontend Developer, Finxerunt Policy Institute – Remote   June 2020 - January 2021
- Developed a responsive website with HTML, CSS, and JavaScript, driving an average of 200 monthly visitors and advancing the organization's online presence and mission
- Successfully implemented a donations page, which resulted in a fundraising achievement of over $200

Technology Intern, Brooklyn Public Library – New York, NY   September 2019 - May 2020
- Orchestrated and conducted computer literacy workshops, catering to an audience exceeding 30 participants
- Assisted patrons in resolving diverse technological challenges encountered within the library

Personal Projects

Tetris Opener Bot   github.com/TChoy04/tetris-opener-bot
- Implemented image recognition to identify Tetris pieces, optimizing placement strategies via automated analysis
- Engineered an algorithm capable of efficiently determining optimal placement for the pieces for the first three bags which contain 128 billion possible configurations

Cryptocurrency Tracker   tszfai.dev/crypton
- Built a real-time cryptocurrency tracker using React for the frontend, integrating data from an API
- Ranked and grouped cryptocurrency information for improved user accessibility and comprehension

Happy Worm   tszfai.dev/worm
- Developed a snake-inspired game with a dynamically colored worm character with score tracking
- Utilized appropriate state management to improve game performance by over 200%