

Timothy Sung

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Objective

- ❖ Second-year Junior Computer Science student with experience in multiple coding languages and platforms seeking internships to break into practical software engineering and become familiar with the work environment. Hoping to expand my knowledge and practice through project involvement, especially in full-stack, networks, or machine learning. Current concentration in information, networks, and intelligence.

Education

Georgia Institute of Technology | August 2022-Present

- Major: Computer Science, GPA: 4.0
- Relevant coursework: Design & Analysis of Algorithms, Computer Systems & Networks, Data Structures & Algorithms, Computer Networking, Database Systems, Computer Organization & Architecture, Applied Combinatorics, Linear Algebra, Discrete Mathematics
- Expected graduation date: May 2025

Clubs & Extracurriculars

GT WebDev | August 2023-Present

- Incoming Project Manager for Spring 2024.
- Created server API endpoints for the front-end client that creates, manages, and stores event invitations using Google Cloud, ExpressJs, and MongoDB.
- Utilized React to develop user-friendly front-end

Georgia Institute of Technology Mastering Android Development | August 2023-Present

- Developed user authentication for a Fitness Finder app on Firebase and Kotlin.

Data Science @ GT | August 2022-Present

- Explored machine/deep learning and data preprocessing through Python's Pandas and NumPy libraries

Intelligent Digital Communications | August 2023-Present

- Developed a Docker image with a bind mount to host a Python Flask API.
- Researched radio demodulation and digital signal processing.

Skills & Abilities

Coding Projects

- Created an image processing application/GUI that utilizes multithreading on JavaFx. Features range from gray-scaling to changing image contrast.
- Developed an application that creates AI-generated Sphinx documentation for python files using OpenAI's API.
- Built a personal website using React/Next.js and currently learning Three.Js for design improvements.
- Led a team to develop a 2D frogger game on Android Studio. Ensured all project requirements were satisfied and tasks were on pace. Developed a simple game engine and coordinated the lifecycle of each activity in the app.

Skills

- Java, Python, C/C++/C#, HTML, CSS, JavaScript/Node.js, ExpressJs, Google Cloud Platform, SQL/mysql, MongoDB, Kotlin, Firebase, Docker, Git, UML, React, ThreeJs/WebGL
- VS Code, Intellij, Eclipse, Android Studio, Jupyter Notebook, Windows/Linux