# RAYMOND CHUNG

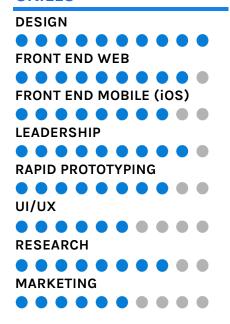## FULL STACK DESIGNER & FRONT-END DEVELOPER

## EDUCATION

**BACHELOR OF COMPUTING**
Computer Science (Honours)
Queen's University
Kingston, ON
Expected Graduation: April 2017

**BACHELOR OF EDUCATION**
Concurrent Education
Queen's University
Kingston, ON
Expected Graduation: April 2018

## SKILLS

**DESIGN**
● ● ● ● ● ● ● ● ● ●

**FRONT END WEB**
● ● ● ● ● ● ● ● ● ○

**FRONT END MOBILE (iOS)**
● ● ● ● ● ● ● ● ○ ○

**LEADERSHIP**
● ● ● ● ● ● ● ● ○ ○

**RAPID PROTOTYPING**
● ● ● ● ● ● ● ○ ○ ○

**UI/UX**
● ● ● ● ● ● ● ○ ○ ○

**RESEARCH**
● ● ● ● ● ● ● ● ○ ○

**MARKETING**
● ● ● ● ● ● ○ ○ ○ ○

## INTEREST

- Soccer & Basketball
- Working Out
- Gaming
- Cooking

## CONTACT

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## RELEVANT EXPERIENCE

**RESEARCH ASSISTANT**, Queen's University
May 2016 - Present
Researching software modelling and model-driven development (MDD) using Java with Xtext and Xtend by improving and debugging a URML toolkit used by graduate students.

**IT COORDINATOR**, Queen's Startup Summit
April 2016 – Present
Currently developing website and assisting teams with logistical challenges. Built and maintained the application portal for an easier and faster delegation process

**MOBILE DEVELOPER LEAD & WEB DEVELOPER**, COMPSA Web Services
July 2015 – Present
I am responsible for overseeing the iOS Development Team. I develop websites using HTML, CSS, PHP, JavaScript and for iOS apps, I program using Swift 2 alongside some Coacopods and iOS SDKs

**UNDERGRADUATE TEACHING ASSISTANT**, Queen's University
Jan 2016 – April 2016
Led Computers: Applications & Implications (CISC P81) where I proctored, assisted and graded over 90 tests and weekly lab assignments in a consistent and timely manner

## PROJECTS

**Foody Co.**, Entrepreneurship/Business
The idea of Foody is to solve the common problem students face daily on campus: "Where can I get fresh, healthy meals on campus for cheap?" We launched in December 2015 as a subscription-based service with 6 beta testers and it was successful business for a short while. I learned a lot from running this business like how to pitch, analyze a market and conduct quantitative research

**Hanzel App**, iOS Prototype
An app that tracks different distances as you travel from one location to another and duration of stay using colour polyline. It did not place in MLH's QHacks 2016 hackathon, but I learned a lot about rapid prototyping and UX design within 36 hours. Created using Xcode (Swift), Microsoft Azure (Backend: SQL, node.js), proto.io for the prototype, and Adobe Photoshop for design

**DeckLog App**, Android
Made for and use by Kingston's Redwood Power & Sail club, where it tracks the user's location and logs down the distance travelled and average sailing speed. I was responsible for the design and front-end of the app, and it was developed using Android studio, with SQLite as backend and Adobe Photoshop for design

For more projects, visit my Github at www.github.com/rchung95