

Adrian Chung

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EDUCATION

University of Waterloo

Bachelor of Computer Science, Co-op

Waterloo, ON

Sep. 2020 – Aug 2025

- Specialisations in Business & Human-Computer Interaction, Economics Minor
- Relevant coursework: Object-Oriented Software Development, Algorithm Design and Data Abstraction, Computer Organization and Design, Probability Statistics, Foundations of Sequential Programs

EXPERIENCE

Full-Stack Software Engineer Intern

Nova, Intelligence Pod

Sep. 2022 – Dec. 2022

Toronto, ON

- Optimised querying for Periscope dashboards by refactoring **MySQL** queries to use ClickHouse views, generating up to a 30s reduction in loading times.
- Implemented user permission flags for report data access on internal **Django** admin app, decreasing report server calls by 20%.
- Refactored **React** components to dynamically provide users access to three types of data reports across advertisement campaigns.

Data/Business Analyst Intern

Royal Bank of Canada, Enterprise & International Applications

Jan. 2022 – Apr. 2022

Toronto, ON

- Conducted **exploratory data analysis** and pricing over 300 internal app codes based on tech stack, criticality, support coverage, and testing coverage, with various pricing models.
- Developed multiple views on application contract pricing models valued at over \$40 million CAD, presenting findings to senior leadership.
- Reduced overdue milestones by developing ETL processes with **openpyxl Python** library and liaising with PMs, generating over an 88% reduction in non-compliant milestones.
- Deployed over 10 **Tableau** dashboards, providing visualizations on tickets, critical incidents, app code portfolio, and project statuses across 5 lines of business.

Software Developer

Kohinoor Fashion Studios (Contract)

Sep. 2021 – Nov. 2021

Cambridge, ON

- Published a responsive web page using **HTML**, **CSS**, and **Bootstrap** for local business showcasing item catalog, and store promotions.

PROJECTS

Biquadris | C++, XWindow, Git, Bash

Aug. 2021

- Developed two-player Tetris game in **C++** via implementing factory design pattern & MVC architecture.
- Implemented graphical interface using XWindows framework.
- Implemented using smart pointers and RAII memory management principles.
- Automated end-to-end, functional, sanity, and unit tests with bash scripting.

Markbook | Java, Swing, MySQL

Jan. 2020

- Created a gradebook database with **Java** with an object-oriented design, allowing teachers and students to access and/or view students' grades for each of their courses.
- Provided graphical user interface with Swing graphical interface toolkit.
- Developed **SQL** database using JDBC to store class lists, grades, and user profiles.

Personal Portfolio | React, Material-UI, SCSS

Aug. 2022 - Present

- Developing personal portfolio website using **React**, **SCSS**, and utilising Material-UI components.

TECHNICAL SKILLS

Languages: Java, Python, C, C++, MySQL, JavaScript, HTML, CSS, R

Frameworks/Libraries: React, Node, Material-UI, Openpyxl, Swing

Technologies: Git, Jira, Bash/zsh, VBA, Tableau Server, GDB, Valgrind, Latex, Asana, LeanKit, WordPress, Periscope