Andy Tung

Passionate Software Engineer

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WORK EXPERIENCE

Software Engineer Intern | Uber

June 2017 - August 2017

• Expected to start working at Uber in the San Francisco office in June.

Software Engineer Intern | Microsoft

January 2017 - April 2017

- Partnered with Bing and Microsoft Teams to create an intelligent bot for the Microsoft Teams platform using C#, .NET, internal APIs, and Azure.
- Engaged in the creation of a software project from start to finish including discovery, requirements elicitation, estimation, testing, developing, security, and compliance.
- Incorporated lean startup in agile development to facilitate fast iterations and validated learning.

Software Developer Intern | Dynamic Leap Technology Inc.

May 2016 - December 2016

- Developed enterprise iOS, tvOS, and Android applications for clients in the health, financial, and film industries using Objective-C, Swift and Java.
- Pushed code for features and bug fixes in 6 different repositories that were deployed to either Google's play store or Apple's app store.

PERSONAL PROJECTS

Countdown Timer

• Explored Kotlin and reactive extensions to develop an Android application that counts down until the start time of a selected event in the calendar.

Food Friend Finder

- Developed a progressive web application in Ember.js for users to find other people for dinner using Google Places API, Google Maps API, Facebook Graph API, and EmberFire.
- Integrated Facebook authentication, form with automatic completion, real time chat for events, and service workers for offline-first experience.

Open Farm | TM Forum Open Hack Vancouver

- Prototyped a farm to table solution consisting a web application, iOS application, and backend server for local farmers to deliver their produce to household doorsteps.
- Integrated Telus, City of Vancouver, and Ericsson APIs and connected Arduinos for location, temperature, and humidity to a NodeJS backend server using the IBM Bluemix platform.
- Placed 2nd in the event sponsored by TM Forum, IBM, Telus, Sierra Wireless, and Ericsson.

Mafia Game

- Developed a Java application based off the classic Mafia party game.
- Gained a higher level of knowledge of object oriented programming and software construction by applying concepts of refactoring, modularity, encapsulation, and inheritance.

EDUCATION

University of British Columbia

Expected April 2018

Bachelor of Applied Science - Computer Engineering

TECHNICAL SKILLS

Tools Git. Unix Command Line

Mobile Development Android development, iOS development

Web Development Angular 2, HTML, CSS/SCSS

Backend Development MongoDB, Firebase, Node.js, Express.js

Programming Languages Java, Javascript, Swift, C