

Anson Chung

☎ (+1) 916-582-4622 | ✉ ansoncht@gmail.com | 📷 ansoncht | 🌐 anson-chung

Education

University of California, Los Angeles

Los Angeles, USA

BACHELOR OF SCIENCE IN COMPUTER SCIENCE | GPA: 3.4

Oct. 2020 - Mar. 2023

- Courses: Computer Graphic, Computer Architecture, Operating System, Algorithms & Complexity, Software Engineering, Artificial Intelligence, Machine Learning, Theory of Automation, Bioinformatics, Natural Language Processing, Computer Network, OOP in Java & C++, Data Structures

Work Experience

Tesla

Palo Alto, USA

DISTRIBUTED SYSTEM ENGINEER

Jun 2023 - Current

- Developed and maintained high quality enterprise distributed backend systems supporting gRPC and REST APIs, for efficient retrieval of essential data for car assembly processes.
- Utilized Kafka within the backend system to efficiently process upstream events and publish downstream events.
- Deployed containerized services to Kubernetes and managed clusters using Helm charts, ensuring scalable and reliable infrastructure.
- Utilized Redis in-memory cache to develop a robust caching mechanism, improving overall application response time.
- Implemented ETL pipelines to extract, transform, and load data from various sources into SQL databases, while securely storing files in AWS S3 for efficient data processing and retrieval.

Tesla

Palo Alto, USA

SOFTWARE ENGINEERING INTERN

Jun 2022 - Oct 2022

- Developed cross-platform applications using Flutter for the iOS, Android, and web platforms.
- Created scalable and secure APIs using gRPC, Protocol Buffers with Dart, and Golang.
- Participated in the full Software Development Lifecycle, from design to deployment.
- Implemented Bloc architecture for effective state management and data layer connection

Dolby Laboratories

Sunnyvale, USA

SOFTWARE ENGINEERING INTERN

Sep 2021 - Mar 2022

- Upgraded the TensorFlow C library from version 1.x to 2.x, improving application performance.
- Performed code repairs, deployed applications, and resolved internal and external tickets.

Amazon

Sunnyvale, USA

QUALITY ASSURANCE ENGINEERING INTERN

Jun 2021 - Sep 2021

- Conducted functional, regression, performance, and stability testing for products.
- Developed automated software test cases and scripts for feature releases.
- Initiated and executed the test plans for object detection.

California Department of Transportation

Sacramento, USA

SOFTWARE ENGINEERING INTERN

Feb 2019 - Dec 2019

- Developed the Contracts Managing and Internal Goal Tracking web applications using PHP and SQL.
- Enhanced internal contract progression tool's functionality using VBA macros.

Projects

TechConnected@UCLA

Los Angeles, USA

FULL STACK DEVELOPER

Jan 2021 - Dec 2023

- Led the design of interactive front-end interfaces and backend integration for database storage.
- Implemented user management and progress tracking functions.
- Coordinated with developers on the frontend to backend connection using ExpressJS and MongoDB.

Car Simulator

Los Angeles, USA

DEVELOPER

Oct 2020 - Dec 2020

- Developed a car game using WebGL and JavaScript, including keyboard input and collision detection.

Skills

Languages

Golang, Java, Dart, Python, Javascript, SQL, C, HTML, Shell, PHP

Technologies

Linux, Git, Node.js, React.js, Next.js, Flutter, CMake, CSS, REST, gRPC, AWS, Docker, Kubernetes, Helm, Prometheus, Redis, Jira, Kafka, iOS, Android

Methodologies

SDLC, Agile, Threading, File System, Bloc, Database Indexing, Machine Learning, Software Testing