

Charlie Ching

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EDUCATION:

University of Maryland – College Park

GPA: 3.65/4.0, Expected Graduation: May 2019

- Bachelor in Computer Science – Data Science Specialization
 - Upper Level Computer Science Courses: Machine Learning, Data Structures, Data Science, Computer and Network Security
- Minor in Technology Entrepreneurship
- Environment, Technology, and Economy Scholars Program:
 - Highly selective 2-year living and learning program that explores the concept of global sustainability
- Academic Awards:
 - Dean's List, Academic Honors, Office of Multi-ethnic Student Academy of Academic Excellence Award

TECHNICAL EXPERIENCE:

- Languages: Java, SQL, HTML/CSS, SASS/SCSS, JavaScript, Ruby, C, Python, OCaml, NuclearJS, Prolog, Assembly, MATLAB
- Frameworks/Libraries: React, Node, Bootstrap, jQuery, Jekyll, Hibernate
- Skills/Technologies: Web Development, UI/UX, Amazon Web Services, Machine Learning, Git/Github, RESTful API, Apache Tomcat

HACKATHONS:

- Mentor for *Technica*, the University of Maryland's all women hackathon
- Technology coordinator for *Bitcamp*, the largest hackathon of the East Coast in the spring
 - Developed pages for the React Native based Bitcamp mobile application

PROJECTS:

Food Tracker

December 2017

- A web application built with DynamoDB, CloudTrail, S3, and the USDA Food Composition Database API
- Records nutritional values of food eaten throughout the day and recommends food to help the user maintain a healthy and well-balanced diet

Home Foods

October 2017

- A web application built using HTML, SASS, JavaScript, and Node.js that uses the McCormick API to generate a list of recipes for users to request and customize meals to be delivered by chefs within a specified proximity

Dat Fight

August 2016

- A browser game built using HTML, CSS, JavaScript, and jQuery where you work together with a partner to defeat the enemy

WORK EXPERIENCE:

University of Maryland – College Park, Department of Computer Science

February 2018 - Present

Undergraduate Teaching Assistant for Object Oriented Programming

- Taught a biweekly discussion section composed of 34 students, created lesson plans and material for discussion sections, graded examinations and projects, held office hours to assist students with course material, monitored and answered student questions on an online discussion board

Crowdkeep, Washington D.C. (Startup)

June 2017 - Present

Software Engineering Intern

- Enhanced and implemented new features for the React based web application through UI/UX improvements, cross browser compatibility, code refactoring, quality assurance testing, bug fixes, website traffic analysis, and deep linking between web and mobile applications
- Optimized the Jekyll based marketing website through HTML validation, CSS compression, image compression, gulp minification, and leveraging browser caching

BAE Systems, Washington D.C. Sector partnered with the U.S. Navy

May 2016 - August 2016

Software Programming Intern

- Developed and improved applications that provided time saving capabilities and critical financial planning functionality for the United States Navy
- Used SQL queries, the Hibernate framework, and the Struts 2 framework to pull crucial information from the Navy database to manipulate and display information on a web based application run on an Apache Tomcat server
- Created an application consisting of JSP, HTML, CSS, and Java that could be placed into any dynamic web project, displaying every single file as a downloadable link