



# CHELSEA KWONG

ckwong.co

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## SKILLS

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### Programming Languages

C, Python, Javascript, HTML, CSS, Assembly, System Verilog

### Technologies

AutoCad, Axure, Adobe Creative Suite, Git, MATLAB

### Languages

English (Native), Cantonese (Native), Mandarin (Proficient), Spanish (Basic)

## COURSEWORK

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Introduction to Computer Systems

Structure and Design of Digital Systems

Principles of Software Construction

Fundamentals of Programming and Computer Science

Signals and Systems

Principles of Imperative Computation

## HACKATHONS

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Big Red Hacks '15

HackCMU '14

Hack the North '14

## EDUCATION

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### Carnegie Mellon University, Pittsburgh, PA

Bachelor of Science in Electrical and Computer Engineering

**Overall GPA** 3.23/4.00 **Expected Graduation** May 2017

## PROJECTS

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### IRIS

Aug. 2015 - Present | Personal Project

- Build a personal dashboard webapp that displays tasks, emails, daily schedule, weather, and time on a dynamic background
- Implemented with Express.js, Context.io API, Imgur API, Bootstrap, and JQuery plugins

### Prepper Mobile App

Oct. 2014 - June 2015 | SASE Innoservice 2015 Finalist

- Lead Product Developer in a team of 6 for designing a mobile app that aims to revolutionize how we prepare, consume, and purchase meals
- Created functional prototype and user interface using Proto.io

### Foody Slap

Sept. 2014 | Hack the North

- UI Designer for a webapp that allows users to browse through nearby restaurants on interactive "cards," which interact with user's hand gestures via Leap Motion
- Designed algorithm to parse through JSON files acquired from Yelp's API, and displayed relevant information with HTML5 and CSS on "cards"

## EXPERIENCE

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### Bank of New York Mellon, Intern

May 2015 - Aug. 2015 | Jersey City, NJ

- NEXEN Game Development
  - Lead UI Designer and Game Developer in team of 13 to create browser game aimed to educate employees about new internal software initiatives
  - Developed strategy game model and implemented game functionality with Phaser.js
  - Prototyped UI elements, i.e. parallax backgrounds and menu overlays, and implemented into gameplay, leading to smooth and satisfying UX
- Digital Workplace - User Experience
  - Helped overhaul internal web pages by designing a Content Management System
  - Improved internal company portal by creating dashboard elements and conducting usability tests

### Mamaroneck Passive House, Web Designer & Journalist

April 2012 - June 2013 | Mamaroneck, NY

- Documented environmental construction progress through publishing photographs, videos, and weekly journals at MamaroneckPassiveHouse.com
- Publicized and advocated sustainable housing concept and projects via creation and distribution of brochures, flyers, and posters