CHELSEA KWONG

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SKILLS

Programming Languages
C, Python, Java, Javascript, HTML, CSS, Assembly, System Verilog

Technologies
AutoCad, Axure, Adobe Creative Suite, Git, MATLAB

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

COURSEWORK

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

Big Red Hacks '15

HackCMU '14

Hack the North '14

EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Bachelor of Science in Electrical and Computer Engineering
Overall GPA 3.33/4.00   **Expected Graduation** May 2017

EXPERIENCE

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 online game that is currently in use by 50,000 employees to learn about the Bank's software initiatives
  - Conceptualized game system from user experience perspective, implemented project objectives, and delegated coding tasks to team members
  - Learned and programmed core game play with Phaser.js gaming framework
  - Implemented essential UI elements, i.e. project management interface, character interactions, world map with Javascript, HTML5, CSS
- Digital Workplace - User Experience
  - Helped overhaul internal web pages by designing a Content Management System
  - Improved internal company portal by creating dashboard elements with Axure and conducting usability tests

PROJECTS

Grumble Bee
Nov. 2015 | Class Project | Grumble-Bee.herokuapp.com
- Build a web-app that provides a platform for students to anonymously post their concerns and complaints, comment and upvote or downvote others' posts, and keep track of their own post history
- Self-taught Ruby on Rails to develop the application, learned to work with database schemas and migrations
- Implemented with Postgres, styled with HTML5/CSS, and deployed using Heroku

IRIS
Aug. 2015 - Present | Personal Project
- Build a personal dashboard web-app 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 by utilizing Yummly API
- Created functional prototype and user interface using Proto.io