

# CHELSEA KWONG

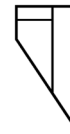
## Education

**Carnegie Mellon University, Pittsburgh, PA**

Bachelor of Science in Electrical and Computer Engineering

Minor in Design

Overall GPA 3.36/4.00    Expected Graduation May 2017



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## Experience

**Amazon, Optimal Sourcing Systems Intern**

May 2016 - Aug. 2016 | Seattle, WA

- Developed full stack to build a tool that optimizes inbound appointment scheduling for Fulfillment Centers
- Implemented service API to evaluate labor and space utilization of schedule
- Created UI that updates evaluation metrics dynamically according to users' interactions with events on schedule

**Bank of New York Mellon, User Experience Intern**

May 2015 - Aug. 2015 | Jersey City, NJ

- NEXEN Game Development
  - Lead UI Designer and Developer in team of 13 to create game used by 50,000 employees to learn about company's software initiatives
  - Conceptualized game system, programmed game play with Phaser.js gaming framework, and delegated tasks to team members
  - Implemented essential UI elements with Javascript, HTML5, CSS
- Digital Workplace - User Experience
  - Helped overhaul internal company web pages by designing a Content Management System
  - Improved internal company portal by prototyping dashboard elements with Axure and conducting usability tests

## Projects

**Grumble Bee**

Nov. 2015 | Class Project | [Grumble-Bee.herokuapp.com](http://Grumble-Bee.herokuapp.com)

- Worked full stack to build platform for students to anonymously post and discuss their concerns
- Self-taught Ruby on Rails, implemented with Postgres, styled with HTML5/CSS, and deployed using Heroku

**Prepper Mobile App**

Oct. 2014 - June 2015 | SASE Innoservice 2015 Finalist

- Lead Product Developer in team of 6 for designing a mobile app that provides a new way for how we prepare and consume meals by utilizing Yummly API
- Created functional prototype and user interface using Proto.io

## Skills

**Programming**

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

**Technologies**

AutoCad, Axure, Adobe Creative Suite, Django, Ruby on Rails, Spring, Git, OpenFrameworks, Processing

**Languages**

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

## Coursework

Principles of Software Construction  
Principles of Imperative Computation  
Web Application Development  
Embedded Systems Engineering  
Intro to Computer Systems  
Design of Digital Systems

## Hackathons

Big Red Hacks '15  
HackCMU '14  
Hack the North '14