



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 3.23/4.00 **Expected Graduation** May 2017

PROJECTS

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

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