

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



ckwong.co

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Experience

Amazon, Optimal Sourcing Systems Intern

May 2016 - Aug. 2016 | Seattle, WA

Bank of New York Mellon, User Experience 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 now used by 50,000 employees to learn about the Bank's software initiatives
 - Conceptualized game system, programmed core 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

Skills

Programming

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

Technologies

AutoCad, Axure, Adobe Creative Suite, Django, Git, MATLAB, OpenFrameworks, Processing

Languages

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

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

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

Coursework

Introduction to Computer Systems
Structure and Design of Digital Systems
Principles of Software Construction
Principles of Imperative Computation
Web Application Development

Hackathons

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