<u>David**Cheung**</u>

http://davidcheung.tk

contact

(647) 677 7828 d22cheun@uwaterloo.ca davidcheung.tk

programming

C++, JavaScript, Java, PHP, SQL, ASP.NET MVC 5, C, Scheme/Racket, Python, CSS, HTML5

frameworks + tools

NodeJS, ReactJS/Redux, AngularJS, Android, MongoDB, Hadoop, MapReduce, LibGDX, SFML, Box2D, Git, Bash, AWS, Heroku, SocketlO, Google Maps API

links

github.com/cheung-david linkedin.com/in/cheungdavid1 DCGooglePlay.tk

interests

Algorithms, Climbing, Entrepreneurship, Powerlifting, Dancing, App Development, Data Analysis, Product Design

activities

UW Computer Science Club

Education

2014-Present University of Waterloo, Bachelor of Computer Science - 2B

Experience

Jan-May 2016

Software Developer | BlackBerry

Identity Management Team

- Architect and implemented the entire back-end of a user authenticated search engine that queried over 100 million rows, set up a web server and deployed it to production.
- · Performed database and query optimizations on SQL Server
- Implemented user metrics to improve internal security
- Developed Angular Directives that utilized REST APIs
- Revamped the Web IT Portal. Redesigned core aspects of the site and implemented features such as real time search and notifications

May-Aug 2015

Web Developer | Middlefield Capital

Information Technology Team

- Developed and implemented UI design layouts on a comparison site
 Dradwood LIX related requirements and translated them into viousless.
- Produced UX related requirements and translated them into visual concepts
- Designed and created prototypes for web pages and data forms

Sept 2016 -> Present

Founder | Scribe | Scriber.me

Still In Development

- · An image sharing social network designed for mobile and web
- Architect and built the entire mobile and web infrastructure
- Implemented the REST API backend with NodeJS/Express and the front-end with React Redux
- All web features utilize SocketIO for real time responses
- Token based authentication, mobile and web accounts synchronized
- Deployed on AWS EC2, S3 and available on GooglePlay

Projects

August 2015 -> Present

Elemental Jumper Game | Android | LibGDX

- Developed an open-sourced infinite jumper Android game
- Coded in Java with LibGDX as the API

March 2016 -> Present

MeetUp | Web App | PHP | JavaScript | MySQL

- Real time geolocation and chat room for a group of users, users can create a custom room for members to join. Utilizes Google Maps API.
- Includes direction routing for the main user

March 2016 -> Present

Post It | Web App | NodeJS | Angular | MongoDB

- Developed a photography site that allows registered users to share/edit photos with descriptions and comment on them
- Authenticated with Passport and follows RESTful routing conventions

Dec 2015

Chess | C++

- Co-developed a chess game that has four levels of heuristic AI, undoing moves, loading saved games and custom board setup
- Hardest AI implemented with Negamax and alpha beta pruning
- Drafted and maintained through UML diagrams and GitLab