David**Cheung**

http://davidcheung.tk

Education

2014–Present   **University of Waterloo, Bachelor of Computer Science - 3A**

Experience

Software Engineer | Zynga   Jan–May 2017 | Optimization Platform Team
- Reduced bandwidth and page load times by 12 times through caching, pagination, compression and data restructuring
- Architect and implemented a configurable user access permissions feature to increase security on their revenue optimization platform
- Implemented and improved features at an outstanding pace using Java, Spring Framework and JavaScript
- Wrote unit and integration tests in Jasmine and Groovy

Software Developer | BlackBerry   Jan–May 2016 | Identity Management Team
- Architect and implemented the entire back-end of a user authenticated search engine that queried over 100 million rows
- Performed database and query optimizations on SQL Server
- Implemented user metrics to improve internal security using PHP
- Developed AngularJS Directives that utilized REST APIs
- Revamped the Web IT Portal. Redesigned core aspects of the site and implemented real time search and notifications using ASP.NET MVC 5

Founder | Scribe | http://Scriber.me   Sept 2016 – Present | Still In Development
- An image sharing social network designed for Android and web
- Architect and built the entire Android and web infrastructure
- Implemented the REST API backend with NodeJS/Express and the front-end with ReactJS/Redux
- All web features utilize SocketIO for real time responses
- Deployed on AWS EC2, S3 and available on GooglePlay and Scriber.me

Web Developer | Middlefield Capital   May–Aug 2015 | Information Technology Team
- Developed and implemented UI design layouts on a comparison site
- Produced UX related requirements and translated them into visual concepts

Projects

Elemental Jumper Game | Android | LibGDX   August 2015 – Present
- Developed an open-sourced infinite jumper Android game
- Coded in Java with LibGDX as the API

MeetUp | Web App | PHP | JavaScript | MySQL   March 2016 – Present
- 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.

Chess | C++   December 2015
- 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

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

frameworks + tools
NodeJS, ReactJS/Redux, Java Spring, Android, AWS, AngularJS, MongoDB, SFML, MapReduce, LibGDX, Bash, SocketIO, Heroku, Jasmine, Google Maps API, Git

interests
Algorithms, Climbing, Entrepreneurship, App Development, Game Development, Powerlifting, Dancing, Data Analysis, Product Design, Stock Market

extracurriculars
UW Computer Science Club
Velocity Entrepreneurship

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

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