David **Cheung**

http://davidcheung.tk

contact

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programming

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

frameworks + tools

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

links

github.com/cheung-david1 linkedin.com/in/cheungdavid1 DCGooglePlay.tk Scriber.me

interests

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

extracurriculars

UW Computer Science Club Velocity Entrepreneurship

Education

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

Experience

Jan-May 2017

Software Engineer | Zynga

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

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
- 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

May-Aug 2015

Web Developer | Middlefield Capital

Information Technology Team

- Developed and implemented UI design layouts on a comparison site
- Produced UX related requirements and translated them into visual concepts

Sept 2016
- Present

Founder | Scribe | http://Scriber.me

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 React Redux
- All web features utilize SocketIO for real time responses
- Deployed on AWS EC2, S3 and available on GooglePlay and Scriber.me

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.

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