

DavidCheung

<http://davidcheung.tk>

contact

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programming

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

frameworks + tools

NodeJS, ReactJS,
AngularJS, Android,
MongoDB, Hadoop, LibGDX,
SFML, Box2D, Git, Bash,
Google Maps API

links

github.com/cheung-david
[linkedin.com/in/cheungdavid1](https://www.linkedin.com/in/cheungdavid1)
DCGooglePlay.tk

interests

Algorithms, Games,
Powerlifting, Dancing,
Making Apps, Climbing
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

- Data analysis, architect/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
- Produced UX related requirements and translated them into visual concepts
- Designed and created prototypes for web pages and data forms executables

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

- Real time geolocation and chat room for a group of users, users can create a custom room for members to join.
- Direction routing for the main user
- Implemented in JavaScript, PHP, MySQL, BootStrap, HTML5 and utilizes Google Maps API

March 2016
-> Present

Post It | Web App | NodeJS | 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
- Implemented with the MEAN stack

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 in Negamax with alpha beta pruning
- Drafted and maintained through UML diagrams and GitLab

July 2015

Maze Game | C++ | SFML 2.3

- Developed an open-sourced maze game using the SFML API.
- Maze generated using a randomized depth-first search recursive back-track algorithm
- Path finder is implemented using breadth first search on a grid based map system