Marcus Chong

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EDUCATION

University of Colorado Boulder — *BA, Computer Science // Minor, Business Administration and Management*

2019 - 2023 // Boulder, CO

SKILLS & RELEVANT COURSES

Languages: C, C++, Python, HTML, CSS, Javascript, React, Vue, EJS, JQuery, Scala

Technologies/ Platforms: MySQL, Docker, Git, Node.js, AWS

Relevant Coursework: Algorithms, Data Structures, Software Development Methods and Tools, Computer Systems, Discrete Structures, Linear Algebra with CS Applications, Principles of Programming Languages

EXPERIENCE

CU Boulder Aerospace, Boulder CO — *Full Stack Development Intern*

OCTOBER 2021 - PRESENT

Developing front end and back end of a web app aimed to gather data and put students in contact with necessary resources and post-process data in an anonymous fashion to create insights in order to improve the mental wellness of campus communities through improved wellness reporting.

Hana Japanese Bistro, Louisville CO — *Technology Manager*

MAY 2017 - PRESENT

Facilitated and managed all technological aspects of my family restaurant. Transitioned restaurant to an online and take-out focused business during the pandemic by developing an improved restaurant website and training staff to maximize the use of DoorDash and Clover POS System.

PROJECTS

Buff Forums

Developed front-end features of *Reddit*-inspired mass forum web app catered towards CU Boulder students. Built with HTML, CSS, Javascript, PostgreSQL, EJS, and JQuery.

USPS Data Analysis

Performed data analysis on two sets of experimental data used for tracking USPS shipments in order to find the data structure that yields the most ideal balance in run-time performance while creating visualizations for the data. Built with C++.

Brewery Review Website

Developed a brewery review web app utilizing the Open BreweryDB API. Incorporates front-end features such as the ability to write and view reviews for real breweries as well as the ability to search and filter reviews. Incorporates a back-end database. Built with HTML, CSS, Javascript, PostgreSQL, EJS, and JQuery.

Liberation: Minotaur

Developed a dynamic interactive maze game inspired by Greek mythology utilizing object-oriented programming. Game incorporates a live map and randomly generated events. Built with C++.