

MARCUS CHONG

(720) 526-5362 | chong.marcus19@gmail.com | [Github](#) | [Linkedin](#) | [Personal](#)

EDUCATION

University of Colorado Boulder – BA, Computer Science | Minor, Business Administration

Aug 2019 - May 2023 | Boulder, CO

SKILLS

Languages: C++ | C | Python | Java | HTML | CSS | Javascript | React | Vue | EJS | JQuery

Technologies/ Platforms: MySQL | PostgreSQL | Docker | Git | Node.js | Amazon Web Services

WORK EXPERIENCE

Hewlett Packard Enterprise | *Software Engineer Intern*

June 2022 - August 2022

- Built AWS-based slack bot which streamlined the storage of test results for situational awareness and trend analysis while offering UI and command line utility for a team of 300+ engineers using Python, Lambda, and DocumentDB(NoSQL).
- Configured API PUT method enabling real-time gate status and asynchronous test results.

CU Boulder Aerospace Studies | *Full Stack Development Intern*

October 2021 - December 2021

- Engineered user interface and backend of mental wellness web app for over 250 Air Force ROTC students in order to gather data and create insights on mental health.
- Led development and made key design decisions for a team of 3 developers.

Hana Japanese Bistro | *Technology and Marketing Manager*

May 2019 - May 2022

- Expanded my family restaurant to an online and take-out centric business by developing an improved restaurant website, utilizing social media advertising, and training staff of 8 to maximize the use of DoorDash and Clover POS System amidst the pandemic.
- Reduced company costs 10% by advocating for change of restaurant hours through analysis of restaurant data which showed high opportunity costs for lunch hours.

PROJECTS

Liberation: Minotaur

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