CHRIS DONG
SOFTWARE ENGINEER

chrisdong916@gmail.com
github.com/PotatoCoder3000
linkedin.com/in/chris-dong-371676139/

EDUCATION

CALIFORNIA STATE UNIVERSITY, SACRAMENTO
B.S. Computer Science | Class of 2019

LANGUAGES

Java, Apex, Python, C, HTML, Visualforce, SQL, SOQL

FRAMEWORKS

Angular 6, Python Flask

SOFTWARE

Eclipse, PyCharm, Jupyter Notebook, Visual Studio Code, TalendStudio

CLOUD SERVICES

Heroku, S3, MongoDB

AWARDS

1st place in SacHacks social media track | 2018
California Association of Professional Scientists Scholarship | 2015
Dean's Honor List | 2015, 2016, 2017

COURSEWORK

Computer Game Architecture
Computer Networks & Internet
Computer Organization & Digital Logic
Computer Software Engineering
Data Structures and Algorithms Systems
Database Management Systems
Discrete Structures
Operating System Principles
System Programming in UNIX

WORK

POS PORTAL — NATOMAS
Salesforce Developer | June 2019 - present
Salesforce Development Intern | November 2018 - June 2019

- Maintaining a CRM solution build on top of Salesforce Force.com platform through design and development utilizing Custom Objects, Apex, and Visualforce

CALIFORNIA STATE UNIVERSITY, SACRAMENTO
Student IT Assistant | February 2017 - December 2018

- Maintained college website via Cascade Server, CSS, and HTML
- Oversaw up-to-date inventory of hardware using University Property Control
- Solved technological issues for faculty and staff
- Collaborated with upper management to ensure consistent high quality customer service for all clients

PROJECTS

SESAME STREET CHARACTER CLASSIFIER
Software Engineer | November 2018 - December 2018

- Created an Image Classifier to differentiate and group images of Sesame Street Characters using Convolutional Neural Networks
- Utilized Python libraries: Tensorflow, Keras, Numpy, and Scikit-learn

FISHLAB MANAGER
Software Engineer | March 2018 - December 2018

- Built a Single Page CRUD Application database using Angular and Python Flask for the College of Biological Sciences with a team of 6
  Solved for issues in manual data entry updates and printing materials

HOTWHEELS CHESS
Software Engineer | September 2018 - October 2018

- Built a Modified Chess Program in Java by utilizing Min-Max, Alpha Beta Pruning, and Interactive Deepening to calculate move generation which placed 5th in a campus wide competition

YELP SCORE PREDICTOR
Data Scientist | April 2018 - May 2018

- Created a Yelp Predictor Model using Pandas and Scikit Learn
- Prepared and cleaned a massive dataset to improve model accuracy by dropping unnecessary attributes and stop-words
- Applied and compared models for Logistic Regression, K-Means, Clustering, and Neural Networks

SNOWBALL FIGHT ROYAL
Software Engineer | February 2018 - May 2018

- Built a multiplayer battle royale game using the RAGE Game Engine
- Explored game architecture, modeling, networking, physics, and implementation
- Created obj files to use as model via Blender application