

Chris Wong

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EDUCATION

Bachelors of Applied Science and Engineering

September 2012 – Present

- University of Toronto – St. George Campus
- Division of Computer Engineering (3rd Year)
- 3.73 GPA in 2nd Year Computer Engineering (85% Average)

TECHNICAL SKILLS

Computer Skills

- C, C++, Python, HTML, CSS, Javascript, XML, JSON, AJAX, PHP, Django, Verilog, Assembly, MATLAB, Microsoft Office, Linux, Unit Testing Frameworks

Language Skills

- Fluent in Mandarin and Cantonese

PROJECTS AND EXPERIENCES

PlateShare at HackTheNorth

Fall 2014

- PlateShare is a web application that helps users cut down food delivery costs by combining different orders to the same restaurant placed in the same neighborhood
- Restaurants often provide a delivery service requiring a minimum order amount of \$20+. Users who only want to spend \$10 can use PlateShare to connect with other hungry users in their neighborhood and place orders together in order to reach the minimum order amount
- PlateShare helps restaurant owners find new customers and also increases the efficiency of the delivery process, as they will only need to deliver to one address instead of two

Software Developer at Willendare Software Technologies

Summer 2014

- Developed software systems for automatic testing of complicated control systems and large-scale equipment
- Helped develop a state machine based testing program for distributed software systems
- Specifically helped design a communication protocol that facilitated the transfer of state transitions between distributed components. This added dynamic features to a previously static environment

Storage Server

Spring 2014

- Designed a database with a team to store information on a local server
- Responsible for creating the client interface, unique client / server communication protocols, designing the data structure, and writing unit test cases
- Frequent public presentations and software demonstrations to professors
- Wrote progress report memos to instructors summarizing weekly progress

Chrome Reminders at C3! Hackathon

Spring 2014

- Designed a simple and intuitive chrome extension that allows users to set reminders within chrome by implementing URL links that bring users back to a specific webpage
- Allows users to organize and manage Internet tasks from right within the browser
- Tasks are synced with a user's Google account and can be accessed from any computer with the extension installed
- Selected as a finalist to present in front of judges

Digital Systems Design Project

Fall 2013

- Designed a large digital system in Verilog using programmable logic on an FPGA chip
- Our project was a game inspired by Angry Birds. The main gameplay involved launching the iconic red bird and hitting a moving target
- Wrote code to build a unique physics engine and a control system that governed how different parts of the system interacted

Team Leader in Praxis Design Projects

Spring 2013

- Analyzed a local community in need and proposed a design solution to help increase daily quality of life
- Designed a prototype pen holder intended to improve illegible handwriting resulting from hand tremors caused by Parkinson's disease
- Responsible for project organization, time management, and writing the detailed design report
- Presented final product design to class