douglas cheong

Web developer and designer seeking front end and full stack internship opportunities

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Education

Georgia Institute of Technology
Expected Graduation December 2017
B.S. in Computer Science
3.9 GPA

Skills

Illustrator	React	JavaScript	MongoDB
Photoshop	node.js	Java	MySQL
HTML	Play	C/C#	SQLite
CSS/SASS	Bootstrap	Python	PostgreSQL
JQuery	MDL	Scala	h2

Work & Research

TopPick Inc   *React, node.js, Play, Bootstrap, Javascript, Scala, HTML, CSS/SASS, MongoDB*

Full Stack Web Developer, Summer 2016 - Present

- Built multiple core products from back to front comprising 75% of the main platform using React, node.js, Scala Play, and MongoDB.
- Steamlined UX flow and implemented UI mockups to pixel perfection using Adobe Illustrator and MDL guidelines.
- Performed unit testing and reinforced data model consistency across projects with ava, nyc, and Scala.
- Optimized program performance in several cases from exponential to linear.

Emory University & Wuqu' Kawoq   *Android, Java, SQLite, MATLAB*

Mobile Developer, Spring 2016

- Singlehandedly developed a mobile health application for use with rural Mayan communities in Guatemala.
- All-in-one child growth tracker using medical models to suggest nutrition and medication schedules.
- Online functionality and the replacement of paper systems has the potential to increase efficiency and affect thousands of lives.

Georgia Tech Undergraduate Research   *C++, Python, Arduino, Raspberry Pi, Comsol, Cinema 4D, Autodesk Inventor*

Hardware & Software Engineer, Fall 2015

- Designed and tested multiple cost-efficient gas sensor prototypes for use in the vehicle industry that reduce costs thousandfold.
- Debugged I2C protocol between a Raspbery Pi and Arduino; programmed data collection and serial output via C++.
- Altered and optimized existing designs using thermodynamic simulations performed in MATLAB and Comsol to extend hardware life.
- Implemented a neural network and digital signal smoother using quadratic classifiers via Python.

Projects

oki, *Fall 2016*

Won HackGT 2016 with a motion controlled, virtual DJ soundboard using a Microsoft Kinect and Leap Motion sensor. Designed and coded the entire system, utilizing computer-vision libraries to implement gesture recognition that supplemented an intuitive and responsive user experience. Recipient of StatesFarm's Choice Award as best in class.

Smael, *Fall 2016*

Currently leading development on a massive multiplayer online social experience, utilizing the Unity engine and AWS instances to create an alternate game reality. As lead, responsible for overall project 'vision', including gameplay aspects, user experience, and client + serverside logic planning. As developer, responsible for multiple full stack tasks; mass-collection of real world geometry from mapping services, implementation of gameplay aspects in the virtual global space, optimizing system performance for mobile battery consumption.

Unl, *Summer 2016*

Built a prototype panic attack manager mobile application off of HCI principles. Led heavy reiterations of UX and UI development to produce a prototype that prioritized user comfort, functionality, and panic-reduction effectiveness.

#ffff00, *Summer 2016*

Designed and built an online garage sale web application on Java EE, implementing over 40 features including user authentication, location services, and image uploading, hosted on heroku.

kuhaku, *Spring 2016*

Implemented an online pseudo-infinite graphic message board hosted on an Amazon EC2 instance. Developed the entire stack comprised of MySQL, node, express, and pug.

Engagements

Graph House

Company focused on bringing affordable branding and marketing to developing startups.

Humanitech

Club offering technological solutions to non profits - most recently Rare Genomics, Meals On Wheels

Boy Scouts of America

Eagle Scout, 2012