

DEE CHOU

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EDUCATION

University of Maryland, College Park

Sep 2008 – May 2016

Bachelor of Science in Computer Science

College Park, MD

Coursework: Algorithms and Data Structures, Databases, Networks, Artificial Intelligence, Machine Learning, Game Theory

SKILLS

Programming Languages: Java, C, C++, C#, Python, React, Rust, PHP, Javascript, HTML

Tools and Technologies: GitHub, Jira, Postman, Apache NiFi, Docker, Jenkins, AWS, Excel, Word

Database Management Systems: SQL, PostgreSQL, Redis, MongoDB, Elasticsearch

EXPERIENCE

Meta Fox Productions

Jan 2022 - Oct 2023

Technical Programming Lead

Remote

- * Led the programming team through meetings, giving technical help, and facilitating cooperation through Agile methodologies
- * Implemented movement, shooting, and other basic character functions
- * Created enemy designs, enemy AI, spawners, and attacks
- * Generated levels using handmade assets
- * Added multiplayer functionality using Unity Netcode
- * Conducted code reviews and managed Plastic SCM for version control
- * Created character models in Blender
- * Helped manage division of labor through Codecks.

CAPITAL ONE

Mar 2019 – Nov 2020

Senior Software Engineer

Tysons, VA

- * Defended against Account Takeover Fraud (ATO) utilizing machine learning and data science techniques
- * Created and maintained Apache Spark analytics for large scale data processing and analysis
- * Designed and maintained Java REST APIs to support backend data ingestion and analysis, and integration with other microservices
- * Developed a microservice that sends alerts through text and email to alert customers of potential fraudulent activity
- * Implemented and managed Redis databases for data retrieval and storage

Booz | Allen | Hamilton

Jun 2016 – Dec 2018

Senior Consultant

Springfield, VA

- * Implemented software tools for National Geospatial Intelligence (NGA) Analysts to create Big Data solutions, improving operational efficiency
- * Technical Lead of 10-person Scrum Team; offered technical advice and attended design meetings
- * One of 15 members of the Analytics Architecture Team on a 150-person contract, helping to design the architecture for all data analytics microservices, APIs, and pipelines
- * Engineered a Complex Event Processor for ETL and analysis of streaming intelligence data, significantly enhancing data insights
- * Designed and Implemented Spark Analytics
- * Used ELK stack to create visualizations of data streaming through our systems, improving client understanding

United States Army Reserves

Jun 2013 - Jun 2021

Signals Intelligence Analyst

Fort Meade, MD

- * Held Top Secret//SCI clearance with a CI Polygraph
- * Top Graduate and First Squad Leader in AIT
- * Performed signals intelligence research and analysis producing tactical and operational SIGINT products related to insurgent activities and threats to regional stability within the area of responsibility.