

DERICK YUNG

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EDUCATION

Rochester Institute of Technology
Master of Science in Media, Arts, and Technology
Bachelor of Science in Software Engineering
Expected Graduation Date: May 2018
GPA: 3.8/4.0

RELEVANT COURSES

Software Process and Project Management, Computer Science, Analysis of Algorithms, Professional Communication, Engineering of Concurrent & Distributed Software Systems

SKILLS

Programming Languages: Java, Python, C#, C, Ruby, JavaScript/jQuery, Swift
Frameworks/Libraries: Django, .NET, Android, D3, AngularJS, Bootstrap, Phaser
Development Software: Sublime Text 2/3, Eclipse, IntelliJ Idea, Visual Studio
Software: Microsoft Office, Adobe Creative Suite, Enterprise Architect
Other: Software documentation, UML modeling, Git, GitHub, TFS

EXPERIENCE

Lockheed Martin **Owego, NY**
Co-op Technical Specialist **February 2016 – July 2016**

- Research and development of applications using **Google Glass**, **Leap Motion**, and **Voice Recognition** to improve the Human Machine Interface (HMI) between the pilot and helicopter.
- Prototyped a **C#** GUI to demonstrate the vision and user scenarios of Advanced Pilot HMI.
- Developed a **Java** application that retrieves model information from **IBM Rational Rhapsody** to write into a well formatted Word document.

Philips **Andover, MA**
Software Engineer Co-op **January 2015 - June 2015**

- Design and development of a device simulator that simulates patient monitors, nurse call systems, and mobile devices. It stress tests the system by simulating more than a thousand mobile device users and collects metrics over communication between mobile devices and the backend. Developed in **C#** with the **.NET** framework.
- Development of a prototype that displays a patient's vitals in real-time with the use of **JavaScript**, **D3**, and **AngularJS** for front-end.

PROJECTS

Redesign of the Cary Collection Website: Capstone project to evaluate the current design and usability of the Cary Collection Archives website (design.rit.edu). Usability testing with open-ended interview questions were asked to receive user feedback. Feedback is turned into user requirements for a new prototype, refined in three iterations. Developed with **Nodejs**.

Wegmans Organic Farm: ASP.NET web application that manages the activities on a farm with **AngularJS** on the front-end. The backend was powered by **MySQL** and **Dapper**. It tracks the lifecycle of a crop and provides a schedule of tasks for users to follow and report on. The application also provides statistics of old crops and shipment information. Developed by a team of four working with a team at Wegmans Food Markets.