George Tong

gtong@terpmail.umd.edu / 240-888-9382 www.linkedin.com/in/GeorgeTongUMD www.github.com/goccert25 www.georgetong.me

Education

University of Maryland College Park (UMCP)

- Bachelor of Science Degree in Computer Engineering, **GPA 3.97/4.0** [Expected May 2019]
- Advanced Cybersecurity Experience for Students Honors Program Citation [Received May 2017]
- Recipient of the Full Banneker/Key Scholarship, Dean's List awardee

Skills

- Languages: Java (Proficient), JavaScript (Proficient), C (Proficient), Ruby, OCaml, Python, Bash, HTML5, CSS3/Less, Matlab
- Frameworks/Libraries: React Native, Node.js, Express.js, Socket.IO, D3.js, JQuery, Knockout.js
- Other: MongoDB, Firebase, Git, Pug, Raspberry Pi, Unix, MIPS, Android App Development, Arduino, Machine Learning, Networking

Work Experience

Zynga - Software Engineering Intern

[May - August 2017]

- Interned on the Words with Friends Web Team
- Developed a game (using Javascript, Less, HTML, Knockout.js) from inception to workable prototype, implementing a turn-based system, online play, and points tracking
- Gained experience in quickly familiarizing and working with large code bases
- Won 1st place at Zynga's intern hackathon for developing a Facebook Instant Game

Adelphi Army Research Lab - Software Engineering Intern

[May - August 201

- Independently developed full stack of web app (using JavaScript, MongoDB, Node.js, Express.js, HTML5, CSS3, Pug, D3.js) that supported historical graphs and live streams of power data through websockets
- · Created TCP Server that collected and stored data from multiple concurrent sensors via sockets
- Developed email notification system of 'bad' data, secure login, command interface to send commands to connected sensors, and online graph manipulation tools

UMCP CS Department - CMSC351 (Algorithms) Teaching Assistant [August 2017 - Present]

- Selected as one of six undergraduate teaching assistants based on academic performance
- · Hosted weekly office hours available to around 500 students, graded papers, and wrote exams

Leadership

Terrapin Freelancers - Co-Founder/President

[April 2016 - August 2017]

- Founded Terrapin Freelancers (www.terrapinfreelancers.com), a University of Maryland technical freelance team focused on providing software solutions to clients
- Negotiated custom sponsorship package with Bitcamp (UMCP's student-run hackathon) Board of Directors in return for software development

Projects

MeeshQuest

[August 2017 - Present]

• Developing my own Google Maps implementation in Java using multiple data structures (Quadtrees, Skip Lists, B+Trees, etc.) for my Data Structures class's semester long project

Video Classification Tool

[January 2017 - Present]

• Developing a tool that uses Convolutional Neural Networks to identify clips of specific people in videos using Python, TensorFlow, and OpenCV3

Bitcamp Android/iOS App and Website

[September 2016 - April 2017]

- Spearheaded team effort in building Bitcamp Android/iOS App, upgrading website, and developing a new QR-Code check in system
- Led development of mobile app (React Native) that allowed event organizers to push out real time notifications and provide users with information about sponsors/prizes

High Interaction Honeypots Research

[January - May 2016]

- Built honeypot systems with ssh password vulnerabilities in order to study attack habits
- Created data collecting scripts (bash) and installed command loggers in order to track what a hacker actually does in a compromised system

Competitions

OSV Terrain Showcase Competition 2nd Place

[January - May 2016]

- Worked with a team of engineers to create an autonomous Over Sand Vehicle that could identify properties of obstacles
- Led the development of Arduino code (C based) and navigation logic

Northrop Grumman CyberEngineer Competition **2nd** Place [September - December 2015]

- Created a Raspberry Pi based mailbox notification system
- Designed and built web app (Node.js, Expess.js, Azure, MongoDB, Twilio) that communicated with the Raspberry Pi and sent text message notifications