Sung Ha Hwang

226 700 5352 | hwansung595@gmail.com | github.com/hwangso595 | hwangso595.netlify.app

---

SKILLS

- Proficient in Android Studios and Firebase from making an android app
- Familiar with HTML, CSS, React, and Node.js from developing an online board game
- Comfortable with Spring MVC, MySQL, and SCRUM through working as a Java Developer for 8 months
- Proficient in Python and Tensorflow through implementing a chess neural network
- Familiar in Unix, Java, and C utilised to program in academic contexts
- Good communication and problem solving skills demonstrated while designing and developing an Android app with a team of 6

EDUCATION

Honours Bachelor of Science, Computer Science   September 2019 - present
University of Toronto, Toronto, ON

- Computer Science Specialist Co-op, 3rd year
- Cumulative GPA: 4.0
- Awards: Scholars Award $7500

WORK EXPERIENCE

Java Developer   September 2020 - April 2021
CGI, 150 Commerce Valley Dr W, Thornhill, ON

- Developed for a new wireless provisioning application in production for Bell using Spring MVC framework, Apache Tiles, and MySQL in a Scrum team
- Implemented features designed by the system analysts, and worked closely with the quality assurance team to engineer efficient solutions to defects
- Migrated 1000+ lines of legacy code to maintain readability and usability

PROJECTS

Othello   May 2020 - September 2020

- Created a real time online based Othello board game with multiple rooms
- Designed front-end using React, CSS, and HTML and deployed to Netlify
- Developed back-end to handle game logic and maintain user/room data using Socket.IO and Node.js and deployed to Heroku

Grocery Android App   November 2021

- Created an Android application to help store owners prepare customers' orders
- Lead a team of 6 in creative visuals and functionalities for multiple pages
- Designed a human readable database structure that is stored in Firebase
- Assisted programming the MVP structure and unit tests with JUnit4

Chess Neural Network   May 2021- August 2021

- Implemented a Tensorflow chess neural network based on AlphaGo Zero paper by Deepmind
- Adjusted size of the network and fed human trainable data leading to 10x faster training
- Made UI for hands-on evaluation using Flask and Javascript
- Pipelined thousands of public chess games into Numpy datasets