Sung Ha Hwang

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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 in that environment 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 - Dean's List
- 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

PROJECTS

Othello May 2020 - September 2020

- Created a real time online based Othello board game
- 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 5 in creative visuals and functionalities for multiple pages
- Designed the 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 chess neural network based on AlphaGo Zero paper by Deepmind using Tensorflow
- Adjusted the network to work on a CPU which resulted the AI to perform at approximately 1000 elo
- Made UI for hands-on evaluation using Flask and Javascript
- Pipelined thousands of public chess games into Numpy datasets