

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
- 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

University of Toronto - Toronto, Ontario

Sep 2019 - Dec 2023

Honours Bachelor of Science, Computer Science

- Computer Science Specialist (Co-op) - Comprehensive Stream, 3rd year
- Cumulative GPA: 4.0 / 4.0
- Awards: Scholars Award \$7500

WORK EXPERIENCE

CGI - Markham, Ontario

Sep 2020 - Apr 2021

Java Developer

- 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 Java legacy code to improve maintainability and usability

PROJECTS

Othello

May 2020 - Sep 2020

- Created a real time online based Othello board game with multiple virtual 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

Oct 2021 - Nov 2021

- Created an Android application to help store owners prepare customers' orders
- Lead a team of 6 in creative visuals and functionalities for both store and customer home, order list, and order details pages
- Designed a human readable database structure stored in the Firebase Realtime Database
- Assisted programming the MVP structure and unit tests with JUnit4 reaching 100% code coverage

Chess Neural Network

May 2021 - Aug 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 speeds
- Made UI for hands-on evaluation using Flask and Javascript
- Pipelined millions of public chess positions into machine trainable dataset

Machine Learning Sandbox

May 2021 - Present

- Contains projects related to machine learning including reinforcement, supervised, and unsupervised learning
- Trained a two legged robot using augmented random search to walk across a field in a OpenAI gym environment
- Trained an agent using q learning to play atari pong against a hard coded AI with a 96% win rate