# Jan To Tong

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### **Education**

San Jose State University, May 2021 Bachelor of Science in Computer Science – GPA: 3.27

# **Experience**

#### Sep 2020 - March 2021

#### Software Intern • United Microelectronics Centre (Hong Kong) • Hong Kong

- Developed a web-based key word recorder to collect key word audio files with a silence trimming feature
- Worked on a smart home device project utilizing Ultra-Wide-Band technology
- Integrated Raspberry Pi with MDEK1001 to implement a Real-Time Locating System(RTLS)
- Developed web base front end application using Javascript, CSS, and HTML in conjunction with Flask-SocketIO

#### Jun 2019 - Aug 2019

#### Project Intern • Applied Science and Technology Research Institute • Hong Kong

- Developed a customized micro Linux operating system kernel (336 kB) with C
- Developed complex GUI using JavaFX
- Worked with team members and team lead to fulfil requirements within a limited timeframe
- Advocated unit testing within the team to improve code coverage and product ownership

# **Projects**

## Key Word Recorder (github.com/jantotong/Key-Word-Recorder)

- Web-based application hosted using Google Compute Engine
- Used JavaScript, CSS, and HTML for front-end, Python for back-end audio processing, and Flask for web-server
- Automatically uploads to Google Cloud Storage after recording all keywords
- Collected audio files are used to train AI models with TensorFlow

### Resume Website (janto-tong.com)

- Web application built with React
- Deployed using Vercel and customized domain
- Architecture designed using Model-View-Controller (MVC) software design pattern
- Continuous update using Git

#### Vintage Arcade Game (github.com/jantotong/Vintage-Arcade-Game)

- Game created using C++, openFrameworks, and Object-Oriented Programming to create a 2D shooter game
- Game supports movement of characters by matrix transformation
- Rate and direction of fire is adjustable by sliders in the interface
- Created sprite animations using Adobe Animate

### **Technical Skillsets**

Data Storage: MySQL, MongoDB, Google Cloud Storage Languages: Java, Python, JavaScript, CSS, HTML, C++, SQL Team Management Software: Github, Jira, BitBucket, GitKraken

API Architect: RESTful JSON, XML

Third-party Frameworks/Libraries: React, jQuery, Flask, Django, Apache, pydub, SocketlO,

openFrameworks