# WILLIAM TONG
## SOFTWARE ENGINEER

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## ▶ EDUCATION

### WASHINGTON UNIVERSITY IN ST. LOUIS
Bachelors of Science in Computer Science
Double Major in Math
Expected Graduation: May 2019
GPA: 3.92 (Dean's List)

## ▶ EXPERIENCE

### CERNER CORPORATION
Software Engineering Intern

Kansas City, MO
May 2017 to Jul 2017

- Transformed RDBMS into D3 visualization through admin tool built from scratch with React, D3, and Rails.
- Catalyzed team shift towards a microservice architecture over monolithic by separating frontend from Rails API.
- Conducted preliminary containerized app deployment onto dev server using Docker and DCOS.

### STUDENT DEVELOPMENT COMMITTEE
Lead Application Developer

Saint Louis, MO
Sep 2016 to Present

- Consulted clients, led design and implementation of solutions.
- Implemented real-time transportation routes and details to WUSTL iOS App and deployed changes to App Store.
- Built Hololens AR app for Geology department using C# scripts and Unity.

### TALLYFY
Freelance Software Developer

Saint Louis, MO
Jun 2016 to Aug 2016

- Conducted unit and functional testing on Tallyfy RESTful API through Postman interface.
- Produced first functional version of a dynamic, native Swift client consuming the Tallyfy API.

### WASHINGTON UNIVERSITY IN ST. LOUIS
Teaching Assistant

Saint Louis, MO
Aug 2016 to Present

- Assisted for intro/adv. algorithms courses and facilitated office hours, grading, and recitations.
- Topics: Sorting, hashing, greedy, DP, reductions, NP-completeness, competitive analysis, approx. algorithms.

## ▶ SKILLS

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|---|---|
| LANGUAGES | Javascript (ES6), Swift, Python, C++, Java, SQL, HTML/CSS |
| FRAMEWORKS/LIBRARIES | Ruby on Rails, React, D3, Firebase, Django |
| TECHNOLOGIES | Git, Chrome Dev Tools, MySQL, Docker, Postman |

## ▶ PROJECTS

### FINDME (IOS APP)
Jun 2016 to Aug 2017

- Created friend location tracking app using Google Maps API and Firebase backend.
- Leveraged real-time database to pinpoint user locations and timestamps for multiple map views.

### D3 GRAPH VISUALIZATION
Jul 2017 to Aug 2017

- Constructed data visual tool to model complex relations using D3.js with React.js.
- Applied a Rails API to transform data for ready consumption by visual UI.

### STROOP (IOS APP)
Oct 2015 to Jan 2016

- Produced game on App Store (500+ downloads, 1400+ impressions) testing cognitive processing and reaction time.
- Built game algorithms to randomize different combinations of colors and words based on the Stroop Effect.