

PETER D'PONG

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EDUCATION

University of Toronto: 2nd Year Computer Engineering

2019 - Present

Bachelor of Applied Science – CGPA 3.87

Expected Graduation: May 2023

EXPERIENCES

Freelance – Android Developer – Flutter, Dart

Nov. 2020 – Present

- Implemented app design from the ground up to a Flutter Android app according to Figma designs and product specifications.
- Built various scalable and reusable app components to increase future implementation efficiency.
- Designed and implemented an efficient ListView builder to dynamically instantiate custom widgets based on data.
- Developed backend communication and authentication to Firebase using FlutterFire and BLoC pattern.

Team Leader – APS111 ESP Design Team

Sept. 2019 – Jan. 2020

- Collaborated with team members to develop and design a solution to help protect Toronto Island residents from flooding threats.
- Showed leadership abilities through organizing meetings/work session and facilitating discussion regarding important decisions resulting in more productive meetings.
- Assigned and managed group tasks resulting in meeting all deadlines without overworking team members.

PROJECTS

Lectern Chrome Extension (NewHacks Hackathon) – JavaScript

Nov. 2020

- Developed a Chrome Extension to help students keep track of online lecture links through a Chrome Popup and notifications.
- Utilized Chrome Storage APIs to store user lectures locally in the browser and get data to display in a schedule format.
- Implemented an alerting system using Chrome Notifications API to calculate the next alert for the user's lectures.
- Developed the UI using HTML and CSS to allow users to add, remove and see all their lectures in one place.

Jotally Web App– JavaScript, React, Node, Express, MongoDB

July 2020 – Aug. 2020

- Implemented a Single Page Application frontend using React where users can add, edit, and view notes.
- Designed and developed the backend REST API to receive requests for retrieving user notes, creating new notes, and authorizing user logins with JWT tokens and password hashing.
- Utilized and implemented MongoDB and Mongoose to save notes and user data.
- Wrote integration tests for both the front and back ends to check functionality of the web app using Jest and Cypress.

Checked Android App – Kotlin, Jetpack, Room Database, MVVM

May 2020

- Launched a native Android app which allowed users to create and manage daily tasks
- Designed and implemented a Room Database and Repository to store and save data locally on the device.
- Followed and applied MVVM architecture which resulted in isolation of non-UI logic in fragment and activity classes.
- Utilized system explicit Intents to request app actions to deliver a broadcast allowing the app to directly compose emails, and open URLs in default apps.

Orthello Console Game and AI – C for APS105

Jan. 2020 – Apr. 2020

- Designed game logic and move finding algorithm based on looking ahead and heuristics which resulted in the AI placing 9th in the class.
- Researched and implemented algorithms like Mini-Max to predict future moves and choose best moves.
- Looked into heuristics such as emphasis on corner slots and opponent mobility.