**Max R. Chung**

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**Experience**

[Biometrics4ALL](http://biometrics4all.com/) – *Web Developer*Jun 2016 – Present

* Developed public website managing hundreds of monthly fingerprinting appointments
* Implemented SASS theming with Bootstrap and React components
* Ensured secure data transfer with agencies spread over 4 continents and 20 countries
* Configured software applications for 100+ different implementations of biometrics capture
* Used Bootstrap, SASS, JavaScript, jQuery, React, webpack, C#, VB.NET, ASP.NET MVC, WCF, SQL

[Blizzard Entertainment](https://www.blizzard.com) – *Software Engineer Intern*Jun 2015 – Sep 2015­

* Developed new internal website for customer support team
* Retrieved thousands of items and properties using Elasticsearch for fast lookup
* Used LESS, Kendo UI, JavaScript, C#, ASP.NET MVC, Elasticsearch

**Projects**

[Functional Vote](https://functionalvote.com) – *Programmer, Designer*Feb 2020 – Present

* Website for creating and sharing ranked-choice polls
* Led team of 2 to develop and host website
* Developed single-page-application frontend using Elm and Tailwind CSS
* Used Tailwind CSS, Elm, webpack, Elixir, Phoenix, PostgreSQL

[THRUSTIN](https://THRUSTIN.rs/) – *Programmer*Feb 2019 – Sep 2019

* Online THRUST-in-the-blank game inspired by Cards Against Humanity
* Led team of 3 to develop and host game
* Implemented real-time communication with web sockets
* Wrote integration tests to fully test game features
* Used Bootstrap, JavaScript, WebSocket, React, webpack, Rust, MongoDB

[Tegami](https://www.youtube.com/watch?v=4JjaWetNblY)– *Programmer, Artist*Jun2017 – Oct 2017

* Scripted background animation made for the rhythm game osu!
* Developed rotoscope utility to create hand-drawn animation effect
* Recorded video and traced over 1200 frames with utility
* Used VB.NET, C++, WPF, osu! scripting language

[osu! UCI](http://osuuci.com)– *Founder, President*Nov 2014 – Dec 2015

* Started a new club at UCI dedicated to the rhythm game osu!
* Led officer team to organize LAN events and weekly meetings
* Developed club website

**Skills**

Languages

* HTML, CSS, SASS, JavaScript, Elm, C#, VB.NET, C++, Rust, Python, Java, SQL, MongoDB

Libraries and Frameworks

* Bootstrap, Tailwind CSS, jQuery, React, webpack, ASP.NET MVC, WinForms, WPF, NGINX

Technology

* Visual Studio, Emacs, Git, TFS, Photoshop, Trello

**Education**

University of California, Irvine Oct. 2012 – Dec. 2015

* B.S. in Computer Game Science
* GPA: 3.777