

# Michael Cheung

San José, CA

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## TECHNICAL WORK HISTORY

### **Esbenshade Consulting                      Consultant                      December 2021 – Current**

- Optimized game servers to reduce network costs, increasing client profit margins by 80%
- Designed a distributed static analysis on trillions of lines of code to auto-detect bugs
- Ensured business, file system, and RAID level data integrity of a 40 TB database; recovered client's data from hardware and file system level corruption

### **Antebauer LLC                      Founder                      Apr 2018 – Current**

- Used natural language processing to extract price signals from social media sources
- Used Wireshark to analyze network packets and reduced trade execution latency to 5 ms

### **Apollo.io                      Software Engineer                      Mar 2017 – Apr 2018**

- Led a team of engineers to develop a predictive scoring system that improved the success rate of our clients' outreach campaigns
- Handled candidate sourcing, conducted interviews, and streamlined outreach methodology; recruited a key engineer who filled a major skill gap on our team
- Increased sales and retention by syncing client data with Salesforce and HubSpot

### **Google                      Software Engineer                      Feb 2015 – Mar 2017**

- Reduced CPU usage by 75% by caching a critical data serving platform
- Rectified corrupted metadata, saving key partners 30 hrs/week of work each

### **Naval Research Lab                      AI Research Intern                      May 2014 – Aug 2014**

- Developed intelligent control systems for autonomous underwater vehicles

### **Los Alamos National Lab                      Earth Science Intern                      Jan 2011 – June 2011**

- Developed a post-processing tool for debugging, interpreting, and visualizing simulations - a tool that is still being used and maintained to this day.

## INDEPENDENT PROJECTS

Developed a voice to text solution for coding by voice used by several others (2020-Current)

Used convolutional neural net template matching to play a mobile game (2014-2017)

Used computer vision to navigate and track entities in a multiplayer game (2011-2013)

## SKILLS

**Languages:** Kotlin, Java, Python, C++, Javascript, Typescript, Ruby, Solidity, L<sup>A</sup>T<sub>E</sub>X, ANTLR

**Frameworks/Tech:** MongoDB, AWS (EC2, S3, Lambda), Spring Boot, Supervisor, mdadm, Debian-based Linux, Gradle, React/Redux, Datadog, Web3J, Web3JS, Ethers JS

## EDUCATION

**Lehigh University - Fellowship in Computer Science - 3.90/4.00                      2013 - 2014**

**Elizabethtown College - BS in Math and Physics - 3.94/4.00                      2009 - 2013**