

# Michael Sze-Yu Cheung

San Francisco, CA

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## TECHNICAL WORK HISTORY

### **Coyn**

#### **Co-Founder & CTO**

San Francisco, CA

Apr 2018 - Current

- Executed market making and arbitrage strategies and simulated forex binary options
- Designed a real-time price graph driven by a high-throughput layer of networked relays
- Generated real time metric visualizations (e.g. volume, profit, slippage) for investors
- Advised engineers who integrated exchange APIs
- Implemented continuous deployment and automated provisioning on AWS

### **Apollo.io**

#### **Software Engineer**

San Francisco, CA

Mar 2017 - Apr 2018

- Developed web scrapers to update our database of over a hundred million people
- Led a team of engineers to develop a predictive scoring system that ranks companies by how likely they will close a deal with our clients
- 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**

Mountain View, CA

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 - Applied AI Researcher**

May 2014 - Aug 2014

- Developed intelligent control systems for autonomous underwater vehicles

### **Los Alamos National Lab - Computational Earth Scientist**

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

Created a food web simulation to test a variety of predator/prey strategies, including hard coded, reinforcement learning, and neural net strategies (2017-2018)

Developed an intelligent agent that uses computer vision to play a mobile game (2014-2017)

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

Created a Q-learning agent that continuously tests and optimizes attack targets (2012)

## SKILLS

**Programming Languages:** Java, Kotlin, Ruby, C++, Python, Javascript

**Frameworks/Tech:** React, Redux, AWS (EC2, S3, CodePipeline), SQL, NoSQL, Rails, MongoDB, ElasticSearch, Datadog, Protobufs, BigTable, Spanner, MapReduce, Flume

## 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