

# Michael Sze-Yu Cheung

San Francisco, CA

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## TECHNICAL WORK HISTORY

- **Coyn** San Francisco, CA  
• **Co-Founder & CTO** Apr 2018 – Current
  - Analyzed live and historical exchange rates while factoring in fees and other sources of market friction to leverage market making and arbitrage opportunities
  - Sourced and oversaw engineers who integrated exchange APIs
  - Automated the provisioning and deployment process on AWS
  - Generated real time metric visualizations (e.g. volume, profit, slippage) for investors
  - Ran monte carlo simulations of trading strategies for forex binary options
- **Apollo.io** San Francisco, CA  
• **Software Engineer** Mar 2017 – Apr 2018
  - 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 that filled a major skill gap on our team.
  - Increased sales and retention by integrating with a highly requested external CRM/marketing site. Handled OAuth, permissions, rate limiting, errors, and retries.
- **Google (YouTube)** Mountain View, CA  
• **Software Engineer** Feb 2015 – Mar 2017
  - Reduced CPU usage by 75% by caching a critical data serving platform
  - Rectified bad metadata, which saved at least one of our partners 30 hours/week of work
- **Naval Research Laboratory - Applied AI Researcher** May 2014 – Aug 2014
  - Developed intelligent control systems for autonomous underwater vehicles
- **Los Alamos National Laboratory - Earth Scientist** Jan 2011 – June 2011
  - Developed a post-processing tool for understanding, presenting, and debugging simulations that is still used and maintained to this day, eight years later.

## INDEPENDENT PROJECTS

- Developed an intelligent agent that uses computer vision to play a mobile game (2014-2016)
- Designed a computer vision algorithm to track the position of players and enemies in a multiplayer online game (2011-2013)
- Developed an intelligent web agent for a browser game that uses Q-learning to find optimal attacking targets (2011-2012)

## SKILLS

- **Programming Languages:** Java, Kotlin, Ruby, C++, Python, Javascript
- **Frameworks:** React, Redux, Ruby on Rails

- **Technologies:** AWS (EC2, S3, CodePipeline), MongoDB, ElasticSearch, Protocol Buffers, BigTable, Spanner, MapReduce, Flume

## EDUCATION

- **Lehigh University - Fellowship in Computer Science** Aug 2013 - Dec 2014
  - GPA: 3.90/4.00
- **Elizabethtown College - BS in Mathematics and Physics** Aug 2009 - May 2013
  - GPA: 3.94/4.00