

# Michael Cheung

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## TECHNICAL WORK HISTORY

<b>BlockView</b>	<b>Founder</b>	<b>December 2021 – Current</b>
<ul style="list-style-type: none"><li>– Designed a distributed static analysis on billions of source code files to deliver business insights and provide real-time alerts on suspicious activity</li><li>– Ensured business, file system, and RAID level data integrity level of a 40 TB database and its ETL data sources, with regular backup and disaster recovery plans</li></ul>		
<b>Antebauer LLC</b>	<b>Founder</b>	<b>Apr 2018 – Current</b>
<ul style="list-style-type: none"><li>– Used natural language processing to extract price signals from social media sources</li><li>– Developed high fidelity exchange simulations to test high-frequency trading strategies</li><li>– Generated real time metric visualizations (volume, profit, slippage, etc.) for investors</li><li>– Implemented continuous deployment and automated provisioning on AWS</li></ul>		
<b>Apollo.io</b>	<b>Software Engineer</b>	<b>Mar 2017 – Apr 2018</b>
<ul style="list-style-type: none"><li>– Led a team of engineers to develop a predictive scoring system that improved the success rate of our clients' outreach campaigns</li><li>– Handled candidate sourcing, conducted interviews, and streamlined outreach methodology; recruited a key engineer who filled a major skill gap on our team</li><li>– Increased sales and retention by syncing client data with Salesforce and HubSpot</li></ul>		
<b>Google</b>	<b>Software Engineer</b>	<b>Feb 2015 – Mar 2017</b>
<ul style="list-style-type: none"><li>– Reduced CPU usage by 75% by caching a critical data serving platform</li><li>– Rectified corrupted metadata, saving key partners 30 hrs/week of work each</li></ul>		
<b>Naval Research Lab</b>	<b>AI Research Intern</b>	<b>May 2014 – Aug 2014</b>
<ul style="list-style-type: none"><li>– Developed intelligent control systems for autonomous underwater vehicles</li></ul>		
<b>Los Alamos National Lab</b>	<b>Earth Science Intern</b>	<b>Jan 2011 – June 2011</b>
<ul style="list-style-type: none"><li>– Developed a post-processing tool for debugging, interpreting, and visualizing simulations - a tool that is still being used and maintained to this day.</li></ul>		

## 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)

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

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

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

## EDUCATION

<b>Lehigh University - Fellowship in Computer Science - 3.90/4.00</b>	<b>2013 - 2014</b>
<b>Elizabethtown College - BS in Math and Physics - 3.94/4.00</b>	<b>2009 - 2013</b>