# Michael Chung

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## WORK EXPERIENCE

### Software Engineering Intern
Jan 2020 – Aug 2020

*Realtor.com (Move Inc.)*
*Richmond, BC*

- Responsible for creating modular, high-performance, and scalable UI components that serve as building-blocks for company products
- Emphasized thorough documentation to provide easy and effective use of UI components for developers across 20 teams in Realtor.com
- Resulted in shared usage of UI components across 40+ production applications that service 85+ million users every month
- Provided ongoing support for maintenance, features, system improvements, and bugs of UI components

## TECHNICAL PROJECTS

### Woodlands | Link to Video Demo | *Unity, C#, .NET*
Aug 2020 – Aug 2023

- Developed a complete and immersive 3D game with C and the Unity game engine
- Architected intricate game mechanics including AI behaviors, 3D sound design, game-state management, in-game interactions, and player control mechanics through 60+ custom scripts
- Crafted user-centric UI components for interactive game pages, prioritizing clarity and ease of use
- Strategically optimized assets and code, yielding performance enhancements including: 240% drop in draw calls, 95% in verts, 86% in tris, and a 64% increase in FPS

### Pymethod | *Python, Javascript, React, RESTful API*
Nov 2022 – Dec 2022

- Spearheaded a team to develop a full-stack application that traces the control flow of python programs to identify hotspots
- Established the technology stack and the project's architectural framework
- Implemented static and online dynamic analyses to evaluate a given python program
- Established RESTful API points to communicate analyses data
- Utilized a centrality graph to visualize data analysis on the front-end

## EDUCATION

### University of British Columbia
Vancouver, BC

*Bachelor of Science in Computer Science*
*Sep. 2017 – May 2023*

## TECHNICAL SKILLS

**Languages**: Java, C#, JavaScript, HTML/CSS
**Technology**: React, React Testing Library, Styled-Components, Styled-JSX, CSS modules, Node, Yarn, NPM, .NET, Unity, IntelliJ, Git
**Developement**: Agile Scrum Methodology, JIRA