RAYMOND CHUNG
SOFTWARE DEVELOPER

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EDUCATION

Bachelor in Computer Science
Queen's University
Kingston, Ontario, Canada
Graduated: June 2017

LEADERSHIP

Hacker Experience Coordinator, QHacks
April 2017 – Present

- Working to improve the hacking experience for over 500+ hacker attendees and 40+ mentors of the 2017-2018 year
- Designed mentorship and judgeship strategy

IT & Delegate Director, Queen's Startup Summit
April 2016 – Jan 2017 (IT); April 2017 – Present (Delegate)

- Lead development and assisted in redesign of website leading to 17% traffic increase
- Oversaw 8 ambassadors across Ontario to generate brand awareness
- Act as the liaison between QSS and delegates

Clarifai Champion (Remote Developer Evangelist), Clarifai
Aug 2016 – Nov 2016

- One of 45 selected to participate in the devangelist program
- Led talks and workshops for students at Queen's University and the Kingston community
- Wrote technical articles on topics such as HTML5, CSS3, JavaScript, and Swift 3, blogs, and contributed to open-source projects

WORK EXPERIENCES

Software Developer Intern, RBC Amplify
May 2017 – Aug 2017

- Ideate and design a proposed business solution for RBC's Future Launch
- Built an iOS application with NLP integration, and can handle over 200 users
- Integrated chat functions following Model View Controller (MVC) design patterns
- Coded a REST API in Node.js + Express that analyzes text for sentiment value through Indico's API

Teaching Assistant, Queen's University
Jan 2016 – April 2016, Sept 2016 – April 2017

- Led weekly labs that teaches students the basic fundamentals of web development using HTML, CSS and JavaScript
- Proctored, assisted and graded tests and weekly assignments per semester

Research Assistant, Queen's University
May 2016 – Aug 2016

- Debugged URML toolkit and implemented a logging functionality for a teaching toolkit
- Worked in Java with Xtext & Xtend framework

PROJECTS

MusePong, Hardware Hack

- Developed a game of pong using PyGame that interfaces with the Muse headband
- Built using Python3, PyGame and Muse Headband
- Overcame Muse data issues by rewriting code in Unity to Python3

Pokedex, Web Application

- Created an application that displays analytical visualization of Pokémon
- Made a web scraper to collect over 800+ data and fill it to the application
- Built using Python, Node.js + Express, Vue.js, Chart.js, HTML, CSS and JavaScript

SKILLS

Languages / Technology

- Python (Most proficient), Swift (Most proficient), Java, HTML + CSS + JavaScript, Node.js + Express

Design

- Photoshop (Most proficient), Sketch (Most proficient), InDesign

Other Skills

- Agile Methodology, Design Thinking, Version Control - Git