RYAN ROYAL TONG

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EDUCATION

University of California, Davis
B.S., Computer Science
Graduated June 2018

SKILLS

Programming Languages:
C++
Python
C
Java
R
JavaScript

Web Development:
HTML
CSS
JavaScript
TypeScript
MySQL
Angular 2
Node.js
npm
Gulp
Polymer

Tools:
UNIX
SSH/PuTTY
Git
AWS
LaTeX

RELEVANT COURSEWORK

Data Structures & Algorithms
Theory of Computation
Operating Systems
Web Development
Scripting Languages
Artificial Intelligence

CREATIVE

Photoshop
Paint Tool SAI
MAGIX Vegas

EXPERIENCE

PowerSchool   June 2018 – Present
Software Engineering Intern
• Creating unit tests using Mocha, Chai and Sinon to ensure proper functionality in API endpoints for product microservices.
• Devising effective solutions for various UI/UX bugs in a TypeScript web environment.
• Engaging in daily stand-ups and Agile sprint plannings to actively communicate and collaborate with the development team.

UC Davis Student Startup Center   September 2017 – December 2017
System Administrator
• Worked in a UNIX-based environment to maintain a virtual cloud server under Amazon Web Services.
• Installed necessary software to deploy and manage a NodeBB forum.
• Conducted design elements and implemented JavaScript plugins to enhance user experience.

UC Davis   October 2017 – December 2017
Computer Science Tutor
• Supervised web development seminars to instruct and guide students to create personal websites.
• Coordinated with the CS department to organize teaching material to better educate students.
• Helped students through the difficulties of general CS concepts.

PROJECTS

flsys   February 2018
• Created a distributed file system for multiple UNIX-family machines to transfer messages between hosts.
• Utilized Python thread-based system to host servers, where every server runs a thread for each of its clients.
• Implemented read, write, open and close commands between clients through a server, given the permissions.

Medminder   January 2018
• Programmed and adjusted constraints on Xcode to provide a necessary medicine management application.
• Utilized Google Firebase to effectively gather and store user information on a real-time basis.
• Created digital assets with Photoshop to incorporate a simple and coherent user interface.

ChemQuest   May 2017
• Wrote C# and JavaScript scripts for three-dimensional object behavior in Unity.
• Designed an interactive chemistry lab simulator in a virtual reality interface.
• Exported to Android and iOS devices through Google Cardboard.

WeatherApp   April 2017
• Implemented a carousel graphical interface to view daily weather highlights.
• Extracted and formatted weather information based on zip code using Yahoo Weather API.
• Parsed JSON data queries and strings into the local server database to display for the user.