R U B Y D O N G

CONTACT

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EDUCATION

Stony Brook University August 2014 - May 2018 B.S. in Computer Science GPA: 3.47 / 4.00

SKILLS

PROGRAMMING

Java JavaScript
HTML Node.js
CSS/Less Angular
Python React
C jQuery
C# Jasmine
PHP Express.js

DATABASES

MongoDB MySQL

DESIGN

Photoshop InDesign Illustrator

COURSES

System Fundamentals
Scripting Languages
User Interface
Analysis of Algorithms
Cloud Computing
Database Systems
Computer Networks

EXPERIENCE

CORCORAN - Full Stack Engineering Intern

Jun '17 - Aug '17

- Delivered new features and bug fixes on Corcoran's New Taxi website
- Wrote unit tests using Jasmine and developed in Angular, Less, and C#
- Peer programmed and contributed to code reviews
- Collaborated with product managers and designers on projects weekly

MOGUL LAB - Web Developer Intern

Jul '16 - Aug '16

- Deployed responsive websites for clients according to specifications
- Designed corporate identity to target modern audience
- Created entry level visual media productions for graphics

STONY BROOK - Web Design Teaching Assistant

Jan '16 - Present

- Taught students HTML, CSS, JavaScript, PHP, and Perl
- Debugged code and assisted students with programming assignments
- Reinforced the material through office hours and review sessions

PROJECTS

TWITTER CLONE

- Created a clone of twitter in functionality using the MEAN stack
- Scaled and optimized to handle large volume of requests
- Utilized Nginx as a load balancer for Apache backend server

SCENIC MUSIC

- Won "Most Polished" award at HackRPI
- Produced an interactive location based, music recommendation service in JavaScript using Spotify, TripAdvisor, and Google APIs

SHELL

- Implemented a replica of bash shell in a Linux environment
- Written in ANSI C and handles piping, input/output redirection, as well as job control commands

ARTIFICIAL INTELLIGENCE BOT

- Developed an artificial intelligence bot for Pokémon in Java which challenged players to battles in real time
- Used Selenium Web Driver API to pass instructions to the browser

UML EDITOR

- Built an application in Java for users to create UML diagrams
- Implemented features such as the ability to export diagrams to code, undo/redo actions, and save user progress