Software Without Limits

SOON CHEE LOONG

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PROFILE

Results-oriented and **analytical** computer engineering student with a passion for applying strong work ethic and technical expertise to solve problems and turn concepts into reality. Leverages natural curiosity and keen interest in (software/hardware) engineering to design, develop, and implement innovative programs.

Languages: C/C++, Python, Java, Verilog, MEAN Stack, Django, Assembly, Unix, Bash, OpenGL, SQL, XML
Software Tools: Git, Android, Subversion, Valgrind, Makefile, Firebase, Parse, Junit

EDUCATION

UNIVERSITY OF TORONTO **Toronto, ON**
BASc, Computer Engineering ***Expected Graduation: June 2017***

- Recipient of the Public Service Department of Country Full Scholarship (estimated value: $234K CAN), awarded annually to the top 1% of 10,000+ applicants.
- AGPA: 3.79 (Fall 2014 – Winter 2015), 3rd Year Computer Engineering Dean's Honours List
- AGPA: 3.73 (Fall 2013 – Winter 2014), 2nd Year Computer Engineering Dean's Honours List

SOFTWARE & HARDWARE EXPERIENCE

ALTERA **San Jose, CA**
Software Engineering Intern – (Python, Django, SQLAlchemy, REST, AngularJS) ***May 2015 – August 2015***

- Automated the production of automated test reports on Altera's webpage; handling everything from backend databases to frontend user experience; enabled engineers to track their code performance visually on a daily basis.

PIAZZA HACKATHON, PALO ALTO - (Android, Java) **August 2015**

- Second Place; Won $250 Amazon Cash. Created a mobile Android App that allows students to record live events and listen to them real-time, enabling students to catch up real-time during class itself whenever they feel lost.

VIRTUAL REALITY HACKATHON, SAN FRANCISCO - (Android, Google Maps, Firebase, GearVR) **May 2015**

- First Place; won a Samsung Gear VR and a Samsung Galaxy S6 for developing a virtual reality android application that allows users to view location of busses and trains real-time in 3D using the Google Maps API and Firebase.

TORONTO INTELLIGENT DECISION ENGINEERING LABORATORY **Toronto, ON**
Research Assistant – (C++, Scip, Bash) ***May – August 2014***

- Performed critical appraisals of recommended Artificial Intelligence (AI) literature, implementing algorithms to further understanding of concepts; presented findings to professor and PhD students.
- Detected algorithmic discrepancy while proofing and developed solution to resolve issue; credited as the first author on the resulting paper created to address discrepancy (publication pending approval).
- Implemented propagation algorithms to increase efficiency of Constraint Satisfaction Problems, a branch of AI.
- Identified slow segments of existing code and created new programming to increase efficiency and effectiveness.

MOTION TRACKING INTERACTIVE GAME - (Verilog) **Fall 2013**

- Developed and designed a motion tracking game using the Altera DE2 Board and Verilog language; incorporated real-time video signal processing and a finite state machine to detect object location, similar to the Kinect Sensor.
- Selected as one of the top six projects out of 150 total to receive recognition on the course website.

LEADERSHIP

MULTIDISCIPLINARY ANALYTICAL KINESTHETIC EDUCATION **Toronto, ON**
Founder – University of Toronto Student Organization ***May 2013 – May 2015***

- Identified the need for increased opportunity to apply theoretical knowledge to practical projects for first year engineering students; recruited a multi-disciplinary team of directors and pitched organization concept to stakeholders in numerous Engineering departments.
- Awarded $2600 per year in sponsorship from the University; developed organization's first marketing strategy that attracted 140+ unique members and average attendance of 30+ at each of 15 events.