

# Soon Chee Loong

www.sooncheeloong.com  
www.github.com/scheeloong

Email : cheeloong.soon@mail.utoronto.ca  
Mobile (Canada): +1 6478714982  
www.linkedin.com/in/scheeloong

## EDUCATION

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### University of Toronto

- Master of Applied Science in Mechanical and Industrial Engineering
- Bachelor of Applied Science in Electrical and Computer Engineering

Toronto, ON  
September 2017 - April 2019  
September 2012 - April 2017

## RESEARCH EXPERIENCE

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### Data-Driven Decision Making Laboratory, Professor Scott Sanner

Graduate Research Student, Recommender Systems - **Python**

Toronto, ON  
September 2017 - April 2019

- Deep Learning approaches to Recommender Systems.

### Deep Learning NLP Capstone Research Project, Professors (Raquel Urtasun, Sanja Fidler)

Undergraduate Research Intern, Natural Language Processing - **Python**

Toronto, ON  
September 2016 - April 2017

- Working on integrating End to End Memory Nhttps://www.linkedin.com/in/chee-loong-soon-567b9146/etworks for the MovieQA Challenge, which aims to evaluate automatic story comprehension from movie plots.
- Implemented End to End Memory Networks with temporal encoding and achieve 99% accuracy on the bAbI tasks.
- Integrated Word2Vec and TFIDF, increasing accuracy to 53.0%. Received 98% final grade from Prof. Raquel Urtasun.
- Implemented Term-Frequency Inverse Document Frequency algorithm to achieve 47.5% accuracy on the MovieQA benchmark. Utilized dynamic programming that allows code to run within 4 minutes, an improvement from the original authors code which runs more than an hour.

### Toronto Intelligent Decision Engineering Laboratory, Professor Christopher Beck

Undergraduate Research Intern, Constraint Satisfaction Problems - **C++**

Toronto, ON  
May 2014 - 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.
- 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.

## TEACHING EXPERIENCE

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### University of Toronto

Teaching Assistant, CSC258: Computer Organization - **Verilog**

Teaching Assistant, CSC263: Data Structures and Analysis - **Math**

Teaching Assistant, CSC207: Fundamentals of Object Oriented Programming - **Java**

Teaching Assistant, MIE250: Software Design - **Java**

Toronto, ON  
September 2018 - December 2018  
May 2018 - August 2018  
September 2017 - April 2018  
September 2017 - December 2017

## WORK EXPERIENCE

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### Google

Software Engineering Intern, Concurrency - **C++**

New York, NY  
May 2016 - August 2016

- Designed and implemented components that generate and receives RPC calls to and from clients in parallel via closures executed using thread pools for scalability.
- Implemented storage of event codes in a distributed database and attempt numbers for each RPC call in a distributed hash map with locks for fault tolerance.
- Implemented real-time systems that generate time alerts based on earliest execution time, deadlines, and lease time of RPC calls using a Select Server.
- Implemented communication between components using message passing via thread channels.

### Salesforce

Software Engineering Intern, Distributed Systems - **Java**

Vancouver, BC  
February 2016 - April 2016

- Created a declarative tool that is being used in production to generate kafka topic configurations based on given configurations, allowing automated work to push and update kafka topics in production to replace previous approach that requires manual work.
- Employed test driven development practices to work with large code bases, producing high quality testable code that is currently being used in production.
- First Place out of 20 teams, Internal Salesforce DVA Hackathon: Won \$500 Amazon Cash. Automated re-distribution of partitions and topic names within Kafka using a declarative programming model.

### Intel

Software Engineering Intern, Web Programming - **Python**

San Jose, CA  
May 2015 - August 2015

- Automated the production of automated test reports on Alteras webpage; handling everything from backend databases to frontend user experience; enabled engineers to track their code performance visually on a daily basis.
- Used regular expression to collect information for test reports from large amount of text logs.

## AWARDS

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- **\$30k:** living expenses and tuition fees for graduate school at the University of Toronto 2017-2019
- **\$234k:** recipient of the Public Service Department of Country Full Scholarship, awarded annually to the top 1% of 10,000+ applicants 2012-2017
- **\$500 Amazon Cash:** 1st Place out of 20 teams, Salesforce DVA Hackathon 2016
- **\$250 Amazon Cash:** 2nd place out of 20 teams, Piazza Hackathon, Palo Alto 2015
- **Samsung Galaxy S6, Samsung Gear VR:** 1st place out of 10 teams, Virtual Reality Hackathon. San Francisco 2015

## PUBLICATIONS

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- **Loong, S.C.**, Ku, WY. & Beck, J.C. Constraints (2016) 21: 646. doi:10.1007/s10601-016-9238-x

## ANNUAL GRADE POINT AVERAGE

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- AGPA: 3.70 (Fall 2016 Winter 2017), 4th Year Computer Engineering Deans Honours List
- AGPA: 3.79 (Fall 2014 Winter 2015), 3rd Year Computer Engineering Deans Honours List
- AGPA: 3.73 (Fall 2013 Winter 2014), 2nd Year Computer Engineering Deans Honours List

## GRADUATE LEVEL COURSES

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GPA: 4.0

- ECE521: Machine Learning A+
- CSC2541: Scalable and Flexible Models of Uncertainty A+
  - Project: Uncertainty guided Recommendation with Bandits
- MIE1516: Structured Inference and Learning A+
- MIE1621: Non-Linear Optimization A

## UNDERGRADUATE LEVEL COURSES

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- Artificial Intelligence
  - ECE496: Deep Learning NLP (supervised) by Professor Raquel Urtasun 98%
  - CSC384: Artificial Intelligence 91%
  - CSC418: Computer Graphics 86%
  - CSC320: Computer Vision 90%
- Mathematics
  - ECE302: Probability and Applications 88%
  - MAT224: Linear Algebra II 83%
- Control Systems
  - ECE311: Frequency Based Control Design 87%
  - ECE410: Modern Control Systems 86%
  - ECE411: Real time Digital Control Systems 85%

## SKILLS

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- **Languages:** C++, Java, Python, Verilog, Bash, SQL, XML, Assembly, MEAN Stack, Django
- **Software Tools:** Tensorflow, Keras, NLTK, Kafka, Git, Docker, Valgrind, Maven, Makefile, L<sup>A</sup>T<sub>E</sub>X