

Samuel Siuyin Kong

Email

samuelkong990719@gmail.com

Personal Portfolio Website

samuelkong.dev

Phone

US: +1(585) 747-7137

Hong Kong (WhatsApp): +1(585) 747-7137

LinkedIn

www.linkedin.com/in/samuelkong0719

Currently a Senior at University at Buffalo working towards B.S. in Computer Science. Seeking Hands-On Experience in any computer science related field. I am motivated and willing to learn from others and share innovative ideas. I hope to learn and grow with the company.

PROFESSIONAL EXPERIENCE

Tatum Games, LLC – Web Developer Intern

July 2023 – Oct 2023

- Collaborated with a small team of software engineers and senior software engineer to enhance the user experience and page load times of the MIKROS mobile game analytics SaaS product.
- Assisted in addressing critical issues, stabilizing the product, and resolving bugs to ensure smooth functionality.
- Actively participated in two-week Sprints, providing daily updates in the company's Slack channel and adhering to best practices for efficient communication.
- Demonstrated flexibility by creating a self-defined work schedule while coordinating with team members for meetings and discussions.

EDUCATION

University at Buffalo, NY – *Computer Science Bachelor of Science*

Aug 2021 – May 2024

- UB Hackathon Fall 2023 - Project: UB Bulletin Board Organizer.
- Completed project within 24 hours, played a role as a team captain and full stack developer.

SKILL

- Java / Python / ReactJS / Scala / C / HTML / CSS / JavaScript / PHP / ARM / MySQL / MongoDB / Firebase / Docker / Flask / Ubuntu / Apache
- GitHub / Zenhub / Jira

LANGUAGE

- Cantonese
- English
- Mandarin

PROJECT

Campus Living Rating Web App

Feb 2023 – May 2023

- Developed a fully functional web app using ReactJS, PHP, and MySQL.
- Implemented a rating system that allows users to rate various aspects of on and off-campus housing options.
- Designed an intuitive and user-friendly interface that makes it easy for users to submit reviews and browse housing options.

Auction House Web App

March 2023 – May 2023

- In progress for developing an eBay like auction web app using ReactJS, Flask, Python, and MongoDB.
- Implemented an auction system that allows sellers to create listings for products they want to auction off, including photos, descriptions, starting bids, and auction end dates.

Brick Breaker Game Project (ARM Assembly, GPIO, Timer, UART)

April 2023 – May 2023

- Designed and developed a Brick Breaker game using ARM Assembly language and low-level hardware programming techniques such as GPIO, Timer, and UART.
- Implemented GPIO to control input/output operations, Timer for game mechanics and frame rate control, and UART to display score and other game information on a serial terminal.
- Challenges encountered during the development process were mostly optimizing performance and calculation challenges for the ball and paddle to move accurately and smoothly.

